AFL®
PREMIERSHIP 2006

OFFICIAL AFL®

SONY
COMPUTER ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-54068

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 1353KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • EyeToy® USB Camera (for PlayStation®2) Compatible

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AFL®
PREMIERSHIP
2006

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻ /RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the front of the console to open the disc cover and place the AFL® Premiership 2006 disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. AFL® Premiership 2006 will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play. If you do not have a Memory Card, you can still play AFL® Premiership 2006 but will not be able to save game settings and data.

USING A MULTITAP (for PlayStation®2)

PLEASE NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStation® (PS one®) format software.

AFL® Premiership 2006 automatically detects the number of controllers inserted into the console. Up to four players can participate if a Multitap is inserted. A Multitap should be inserted into controller port 2 of the console, and a controller into controller port 1 of the console. Any other controllers should be inserted sequentially into controller port 2-A, controller port 2-B and controller port 2-C of the Multitap.

DIRECTIONAL BUTTONS – MOVEMENT

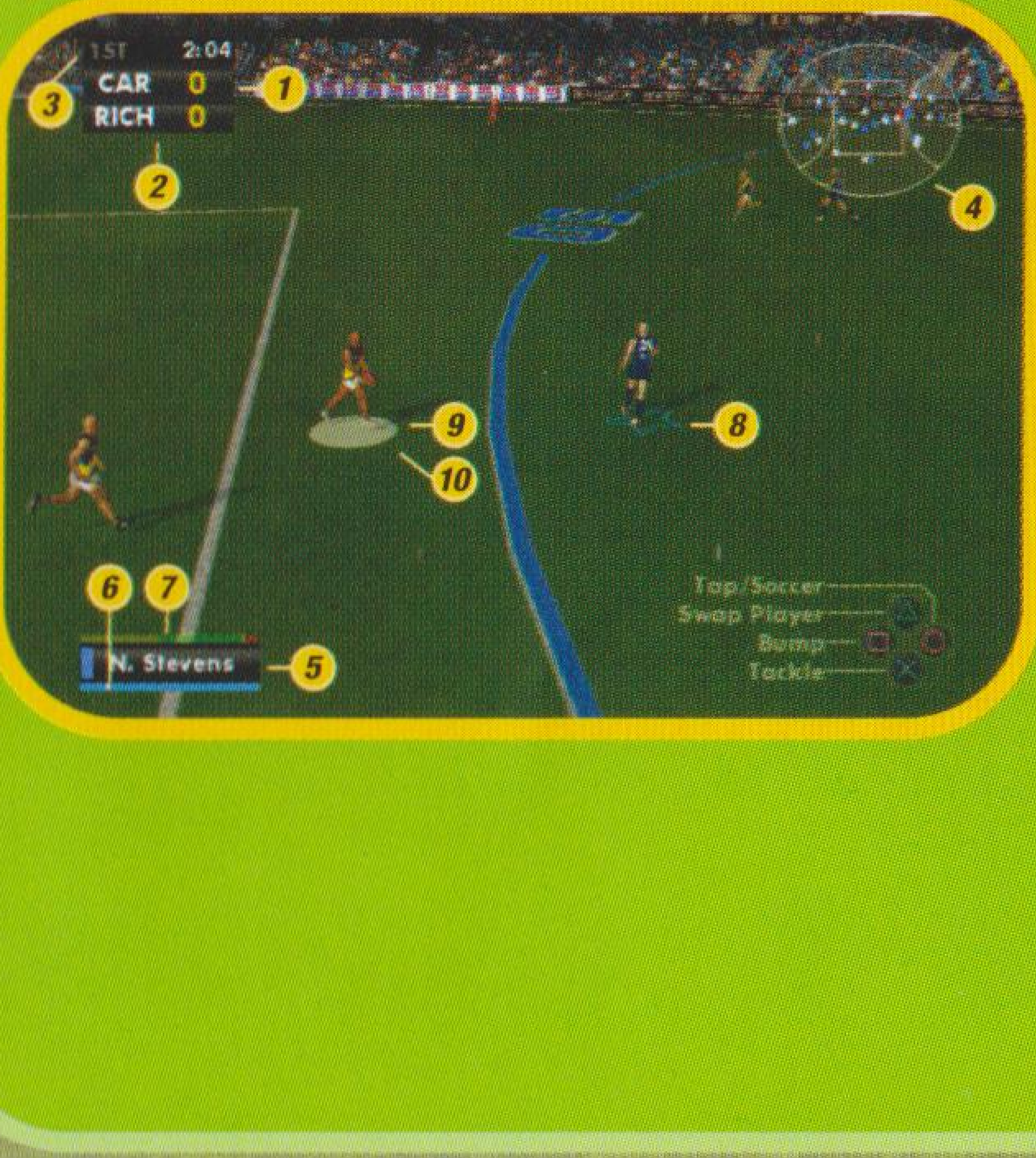
In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. On start-up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

NOTE: AFL® Premiership 2006 only supports the use of the Analog Controller (DUALSHOCK®2).

USING MENU SCREENS

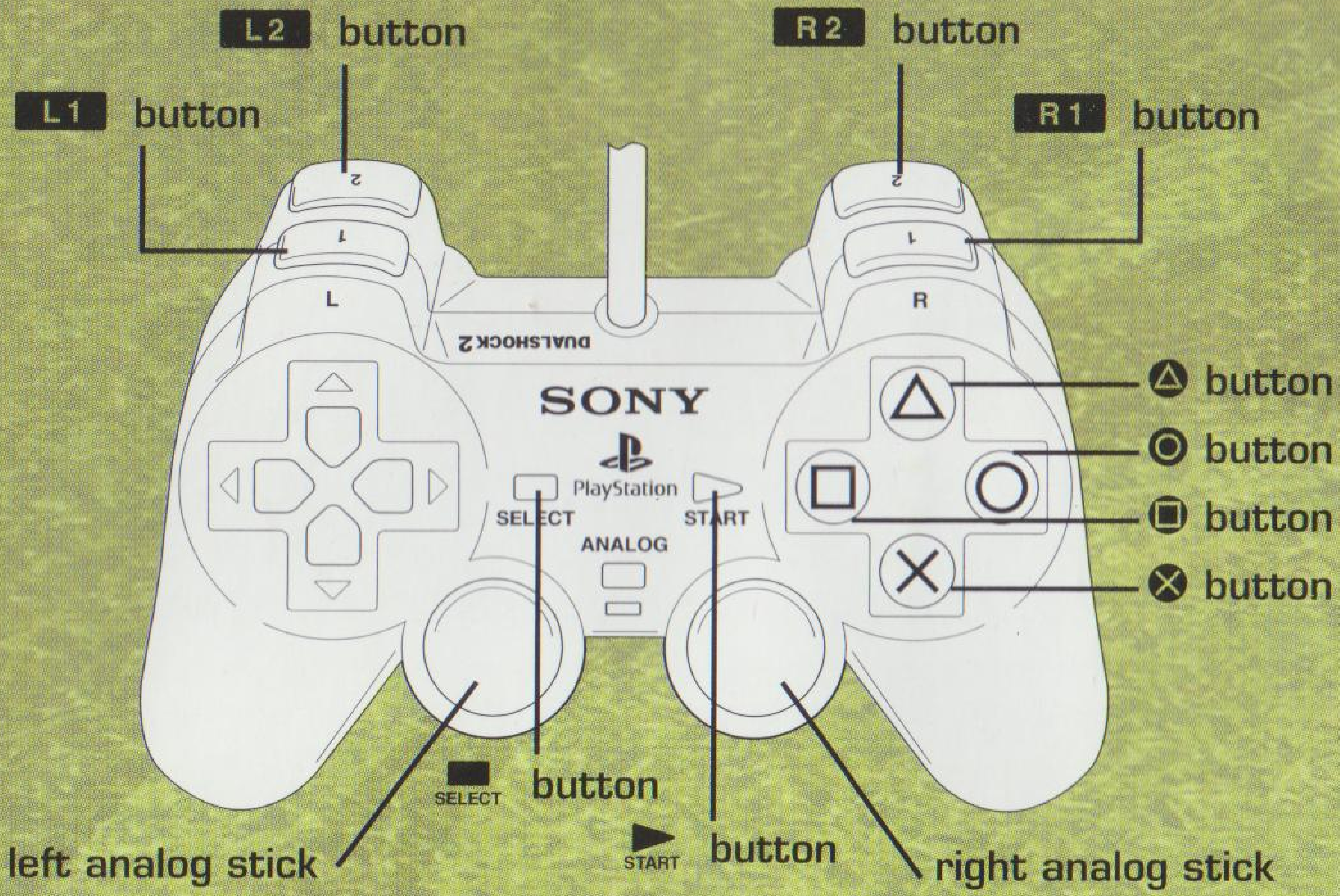
Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen, press the △ button.

GAMESCREEN



1 HOME SCORE
2 AWAY SCORE
3 CLOCK
4 RADAR
5 PLAYER NAME
6 STAMINA
7 KICK POWER
8 SELECTED PLAYER
9 PLAYER IN POSSESSION
10 PLAYER IN POSSESSION DIRECTION TO GOAL

MATCH CONTROLS


L2 button
L1 button
R2 button
R1 button
△ button
○ button
□ button
⊗ button
SELECT button
START button
left analog stick
right analog stick
DUALSHOCK 2
SONY
PlayStation
SELECT
START
ANALOG
L
R

BASIC CONTROLS

WITH BALL

left analog stick	Move player
⊗ button	Kick
□ button	Kick for goal
△ button	Evade
○ button	Handpass
L1 button	Sprint
R1 button	Aggressive modifier
START button	Pause

WITHOUT BALL

left analog stick	Move player
⊗ button	Tackle
□ button	Bump
△ button	Swap player
○ button	Tap and kick off ground
L1 button	Sprint
R1 button	Aggressive modifier
START button	Pause

MARKING

⊗ button	Mark
○ button	Punch
R1 button (hold) + ⊗ button	Speccie

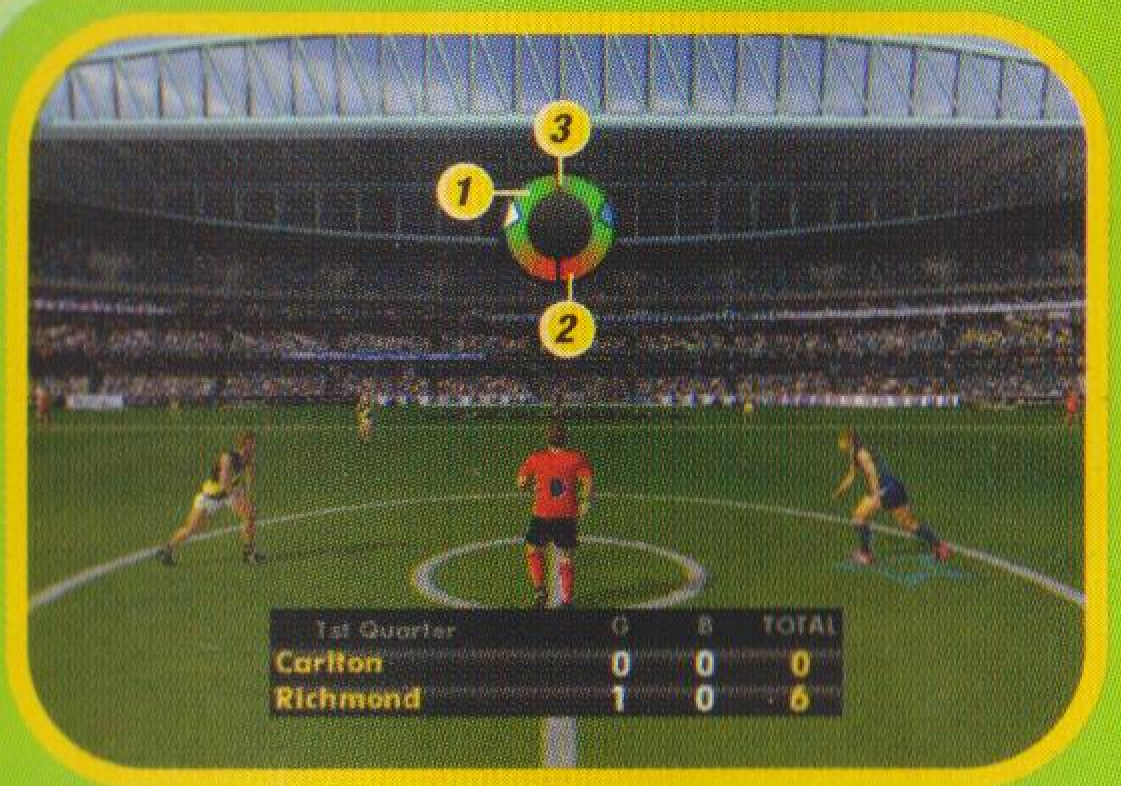
RUCK

⊗ button	Tap
◎ button	Punch

INSTANT REPLAY

left analog stick	Rotate camera
▣ button	Restart replay
◎ button	Change camera
L1 button	Change player (When using the ball or free camera)
R1 button	Change player (When using the ball or free camera)

BASIC TECHNIQUES



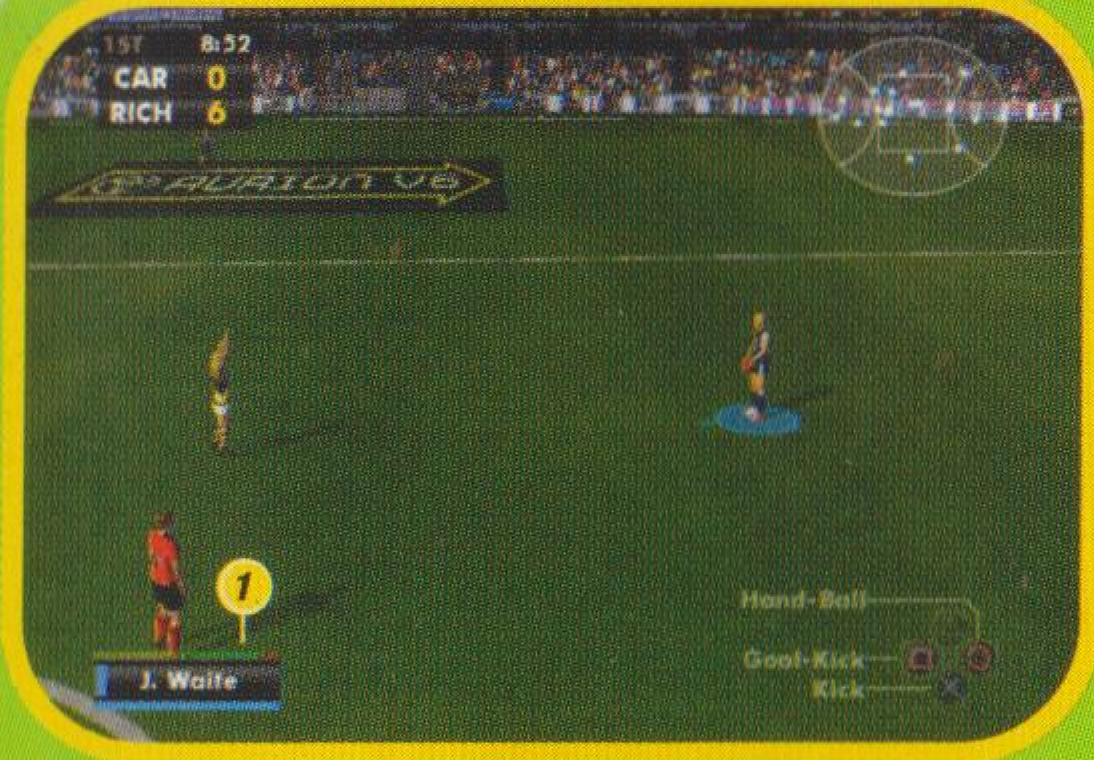
1st Quarter	G	B	TOTAL
Carlton	0	0	0
Richmond	1	0	6

CENTRE BOUNCE

Press the ⊗ button to tap the ball, or press the ◎ button to punch the ball during the centre bounce.

1. *OPTIMUM*
2. *TOO EARLY*
3. *TOO LATE*

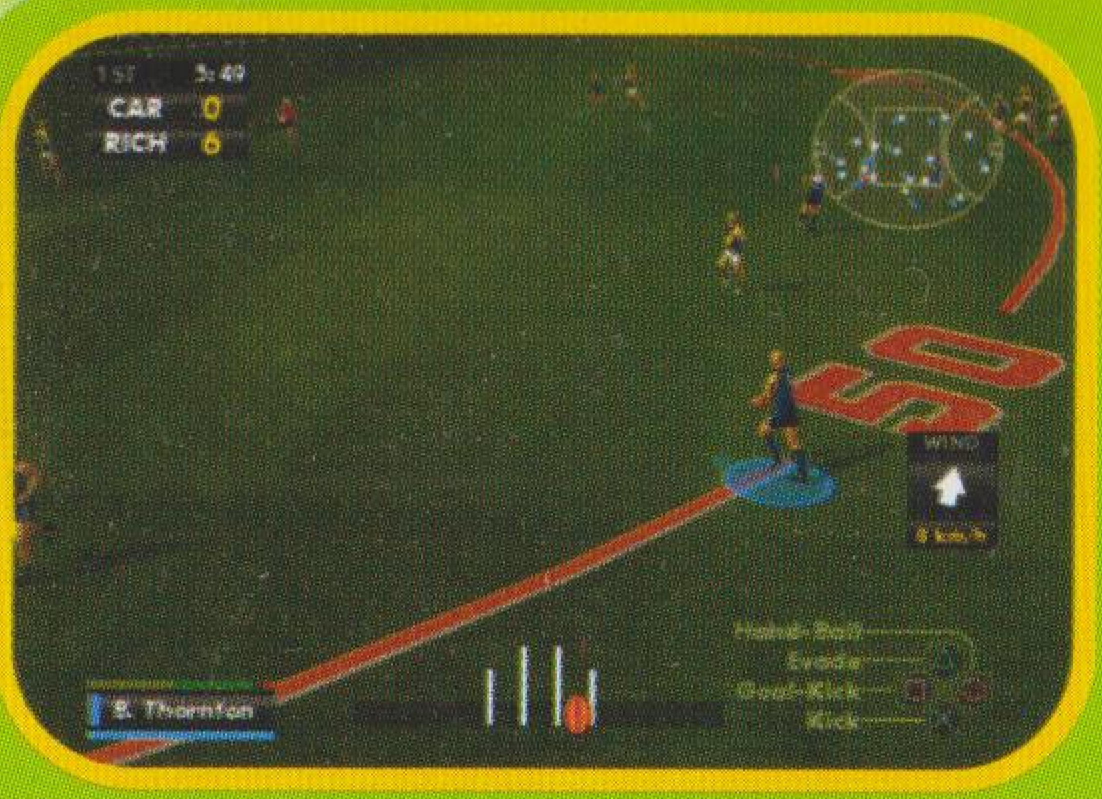
Press the relevant button at the optimum time to have a greater chance of winning the centre bounce.



KICKING

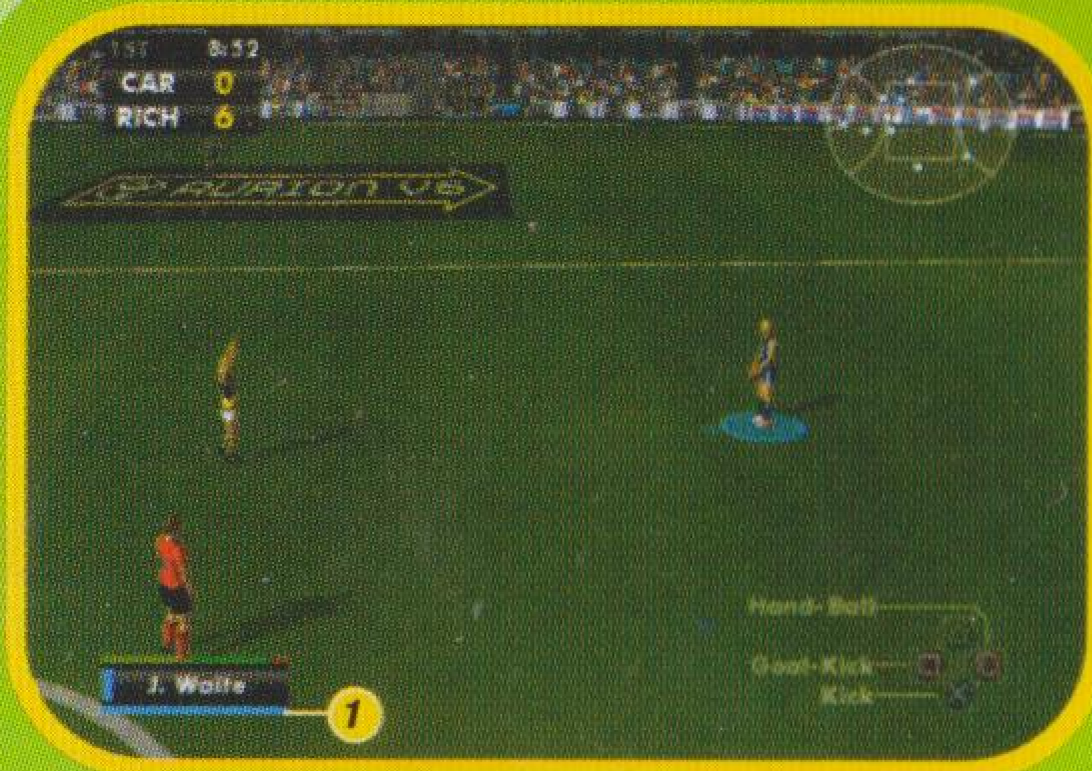
1. *KICK POWER METER*

Press and hold the ⊗ button when in possession of the ball to begin kicking the ball. The kick power meter within the player bar will begin to fill up. The longer the ⊗ button is held will determine the distance of the kick. Release the ⊗ button when the power meter reaches the green section for optimum results. If the ⊗ button is released in the red section of the power meter, the ball will be over kicked and will lose all power and accuracy. Push the left analog stick ↑, ↓, ← or → to aim the kick.



SHOTS AT GOAL

The goal meter will be displayed when a player is in goal shooting range. A ball will be displayed in the goal meter and will move to the left and to the right of the meter. The distance and angle of the player shooting for goal will determine the size and speed of the goal meter. The wind can also affect the goal meter's accuracy. Press and hold the □ button when the ball displayed in the goal meter is as close to the centre of the meter as possible to attempt a shot on goal.



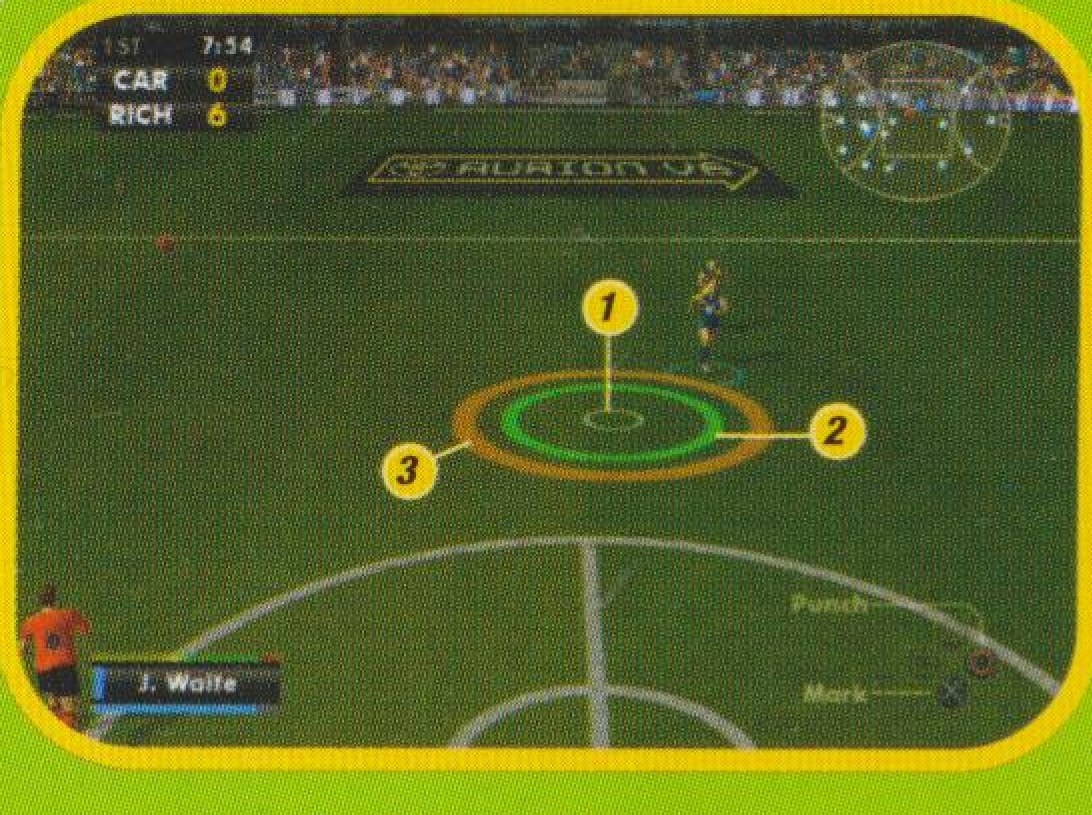
SPRINTING

① STAMINA METER

Press and hold the **L1** button and push the left analog stick ↑, ↓, ← or → to sprint. The stamina meter within the player bar will begin to decrease. When the stamina meter is empty, the player will no longer be able to sprint. Stop sprinting to regain stamina.

EVADING TACKLES

Press the △ button to attempt to evade a tackle from a player on the opposition. Press the △ button just as the opposing player attempts the tackle to try and break the tackle.



MARKING

① MARK/PUNCH LINE

② SPECCIE LINE

③ TIMING LINE

As the ball is about to land, the marking indicator will appear on the ground. As the ball falls, the timing line shrinks, overlapping the other lines. Press the ⊗ button when the timing line overlaps the inner green circle of the marking indicator to perform a mark. Press the ○ button when the timing line overlaps the inner green circle of the marking indicator to attempt to punch the ball. Press and hold the **R1** button and then press the ⊗ button when the timing line overlaps the outer orange circle of the marking indicator to attempt a speccie. If a player is alone in the marking indicator, they will automatically mark the ball.

BOUNDARY THROW-IN

When the ball goes out of bounds, a boundary throw-in will be contested in the same way as a centre bounce. For further details, see the centre bounce section of this manual.

FREE KICKS

Press the ◎ button to handpass to a team mate, or press the ⊗ button to kick the ball. The power of the kick is determined by how long the ⊗ button is held down. Press the L1 button to play on from a free kick.

ADVANCED TECHNIQUES

TORPEDO KICK

Press and hold the R1 button and press the ⊗ button or press the ▣ button to perform a torpedo kick.

SPECCIE

Press and hold the R1 button and press the ⊗ button in a marking situation to attempt to perform a speccie. A speccie can only be performed when two or more players are contesting a mark.

PLAY ON

Press the L1 button to play on after a stoppage such as a mark is taken or a behind scored.

STRATEGY

Press the directional buttons ↑ or ↓ to cycle between the forward line, defensive line and centre bounce areas of the field, and press the directional buttons ← or → to change the strategy for the selected area to attacking, balanced or defensive. For further details about different strategies, see the In-Depth Match Tactics section of this manual.

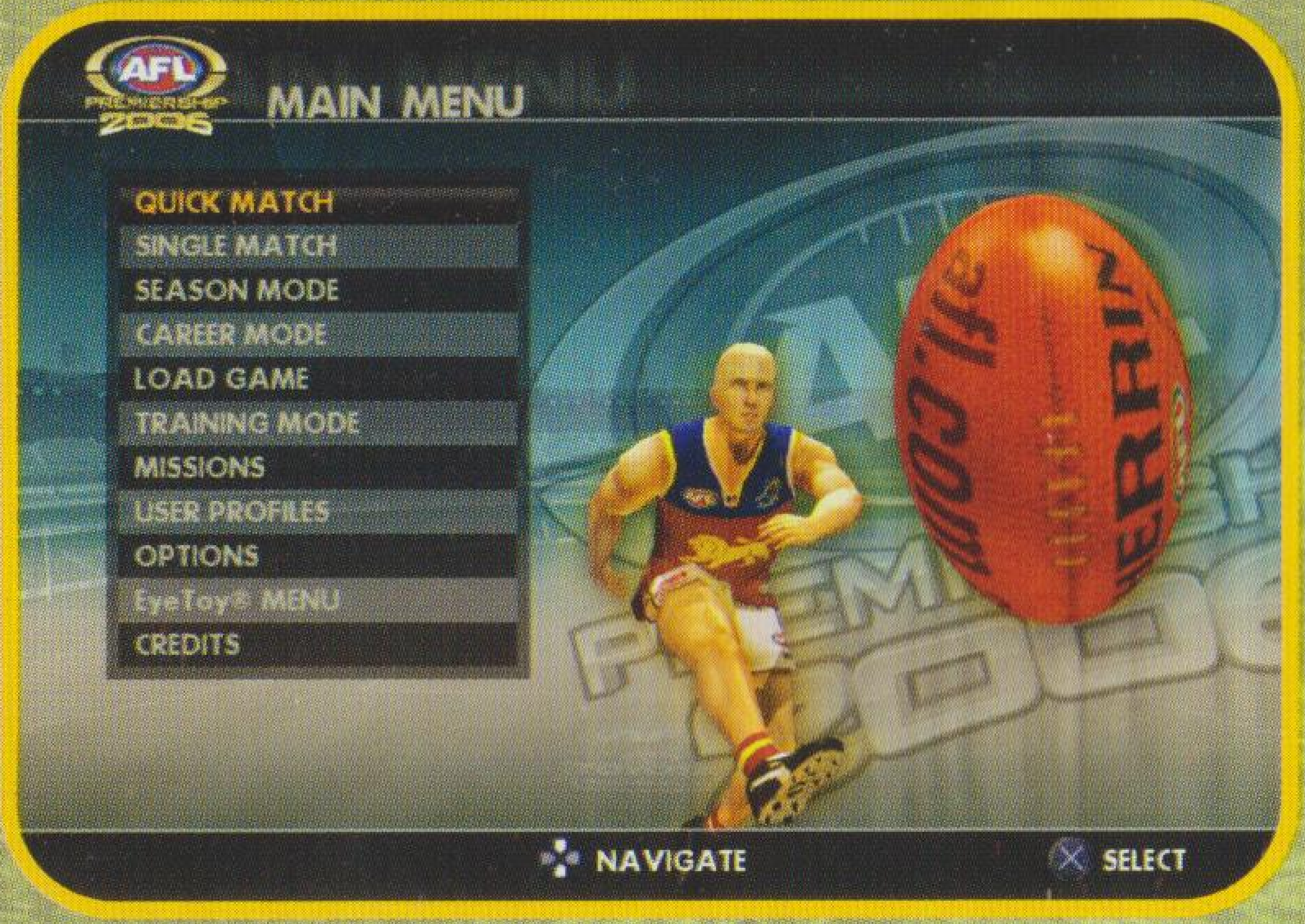
AGGRESSIVE TACKLES AND BUMPS

Press and hold the R1 button and press the ⊗ button or press the ▣ button to perform an aggressive tackle or bump. Aggressive tackles and bumps are more effective, but have a higher risk of committing a foul or injuring another player.

TAP AND KICK OFF GROUND

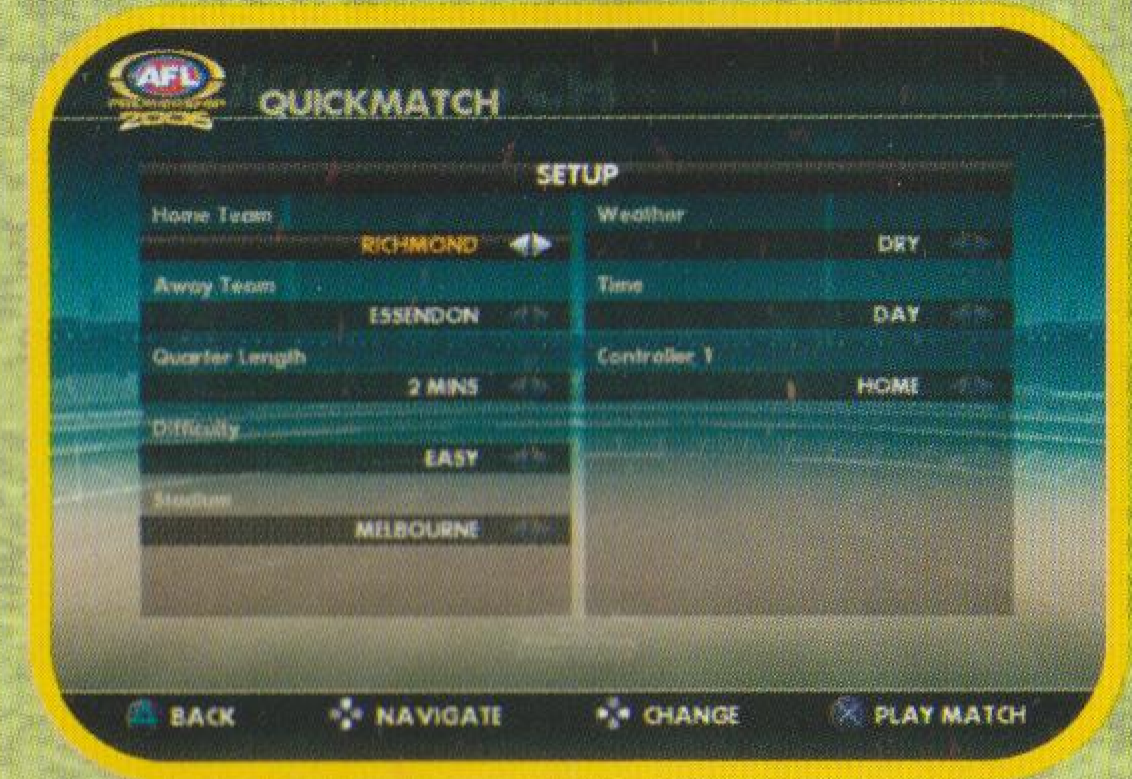
Press and hold the ◎ button when the ball is on the ground and inside the Forward 50m to perform a kick off ground. Press and hold the ◎ button when the ball is on the ground and outside the Forward 50m to perform a tap off ground.

MAIN MENU


MAIN MENU
QUICK MATCH
SINGLE MATCH
SEASON MODE
CAREER MODE
LOAD GAME
TRAINING MODE
MISSIONS
USER PROFILES
OPTIONS
EyeToy® MENU
CREDITS
NAVIGATE
SELECT

QUICK MATCH

Quick Match is the fastest way to play a game of football. Press ↑ or ↓ to highlight an option and press ← or → to adjust it. Once the options have been adjusted, press the ⊗ button to start a match.

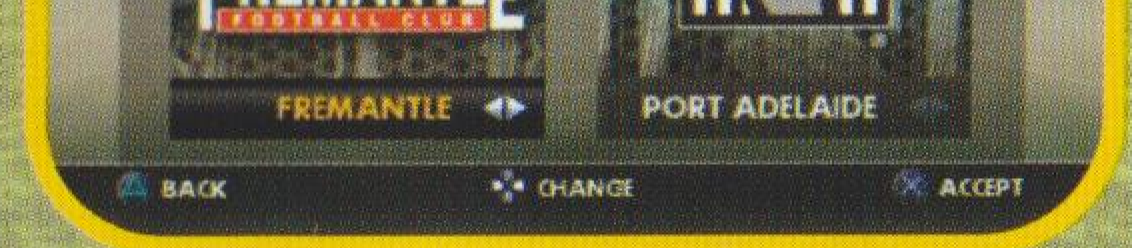

QUICKMATCH
SETUP

Home Team RICHMOND
Away Team ESSENDON
Quarter Length 2 MINS
Difficulty EASY
Stadium MELBOURNE
Weather DRY
Time DAY
Controller 1 HOME

BACK
NAVIGATE
CHANGE
PLAY MATCH

SINGLE MATCH

Press the R1 button or press the L1 button to select either the Home or Away team and press ← or → to cycle through the different available teams. When both teams have been chosen, press the ⊗ button to confirm the selection.


SELECT TEAMS
L1
R1
POWER
FREMANTLE
FOOTBALL CLUB

HOME FREMANTLE
AWAY PORT ADELAIDE

BACK
CHANGE
ACCEPT

Decide on a venue, the time of day for the game and the weather, and press the ⊗ button to proceed.

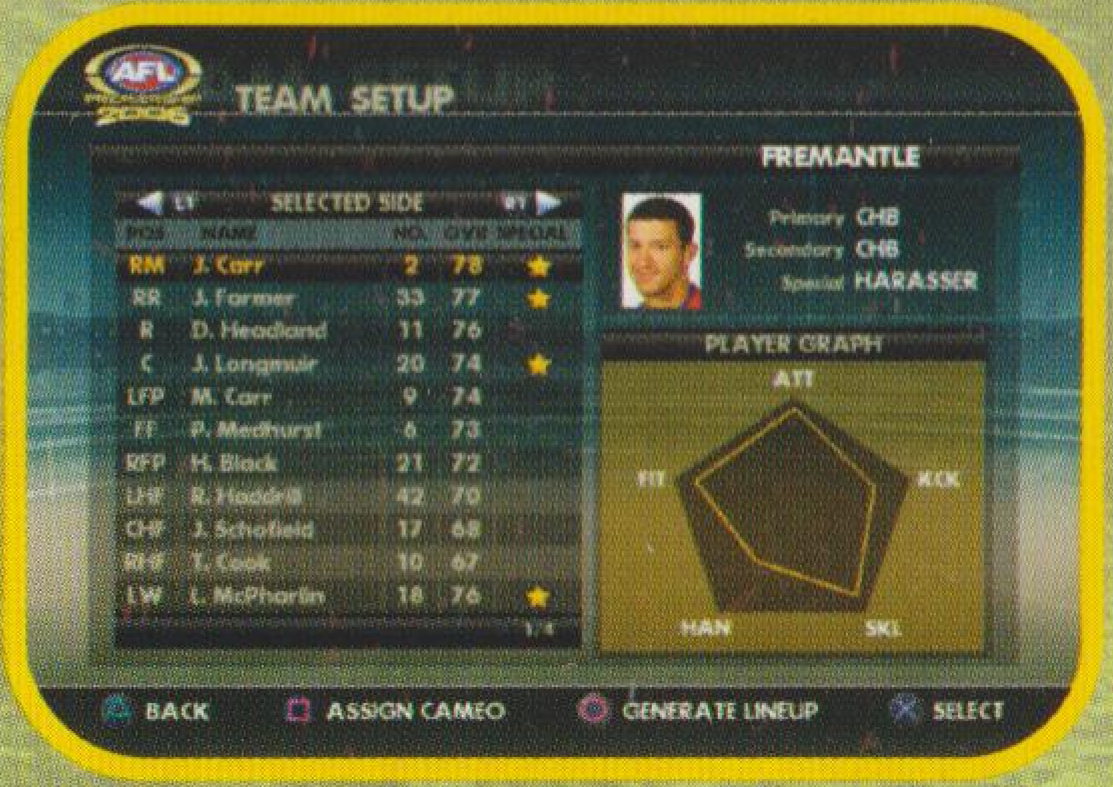
Press ← or → to assign each Analog Controller (DUALSHOCK®2) to a team, and press ↑ or ↓ to load a User Profile previously saved to Memory Card. For further details about User Profiles, see the relevant section of this manual. Press the ⊗ button when ready to access the next menu.

Press ↑ or ↓ to choose between the Setup Team, Statistics or Take the Field options, and press the ⊗ button to confirm. For further details on the Setup Team and Statistics options, see the relevant section of this manual.

SETUP TEAM

View and adjust the starting line-up of players for the next match.

List of positions:



POS	NAME	NO.	OVR	SPECIAL
RM	J. Carr	2	78	★
RR	J. Farmer	33	77	★
R	D. Headland	11	76	
C	J. Longmuir	20	74	★
LFP	M. Carr	9	74	
FF	P. Medhurst	6	73	
RFP	H. Black	21	72	
LHF	R. Haddrill	42	70	
CHF	J. Schofield	17	68	
RHF	T. Cook	10	67	
LW	L. McPharlin	18	76	★

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Primary CHB
Secondary CHB
Special HARASSER

B	Backs
HB	Half Backs
C	Centres
HF	Half Forwards
F	Forwards
FOL	Followers
INT	Interchange
RBP	Right Back Pocket
FB	Full Back
LBP	Left Back Pocket
RHB	Right Half Back
LHB	Left Half Back
LW	Left Wing
CHF	Centre Half Forward
RFP	Right Forward Pocket
LFP	Left Forward Pocket
RO	Rover
CHB	Centre Half Back
RW	Right Wing
RHF	Right Half Forward
LHF	Left Half Forward
FF	Full Forward
RM	Ruckman
RR	Ruck Rover

The starting 22 players are displayed with information on their primary, secondary and special positions. Press ↑ or ↓ to highlight a player, and the Player Graph on the right of the screen will display that player's strengths and weaknesses.

To change the starting 22, press the ⊗ button when a player is highlighted to select them. Highlight the player who is to take the selected player's place and press the ⊗ button again. Press the ◎ button to automatically generate the starting 22. Teams selected using the automatic generate option will be based upon the best players currently in the team.

NOTE: injured players do not automatically return to the starting 22 when they recover from injury in Season Mode and Career Mode.

Press the ▣ button when a player is highlighted to assign a previously saved EyeToy® Cameo mask to that player. Press ← or → to cycle through any available EyeToy® Cameo masks and press the ⊗ button to accept. Before an EyeToy® Cameo image can be assigned, it must be loaded from the EyeToy® Menu. For further details about EyeToy® Cameo images, see the relevant section of this manual.

Press the R1 button or press the L1 button to cycle through different menus within the Setup Team Menu.

TAGGING MENU

Select players to 'tag' specific members of the opposition. Press ↑ or ↓ to highlight a player and press ← or → to find a player from the opposition to be 'tagged'.

ROLES MENU

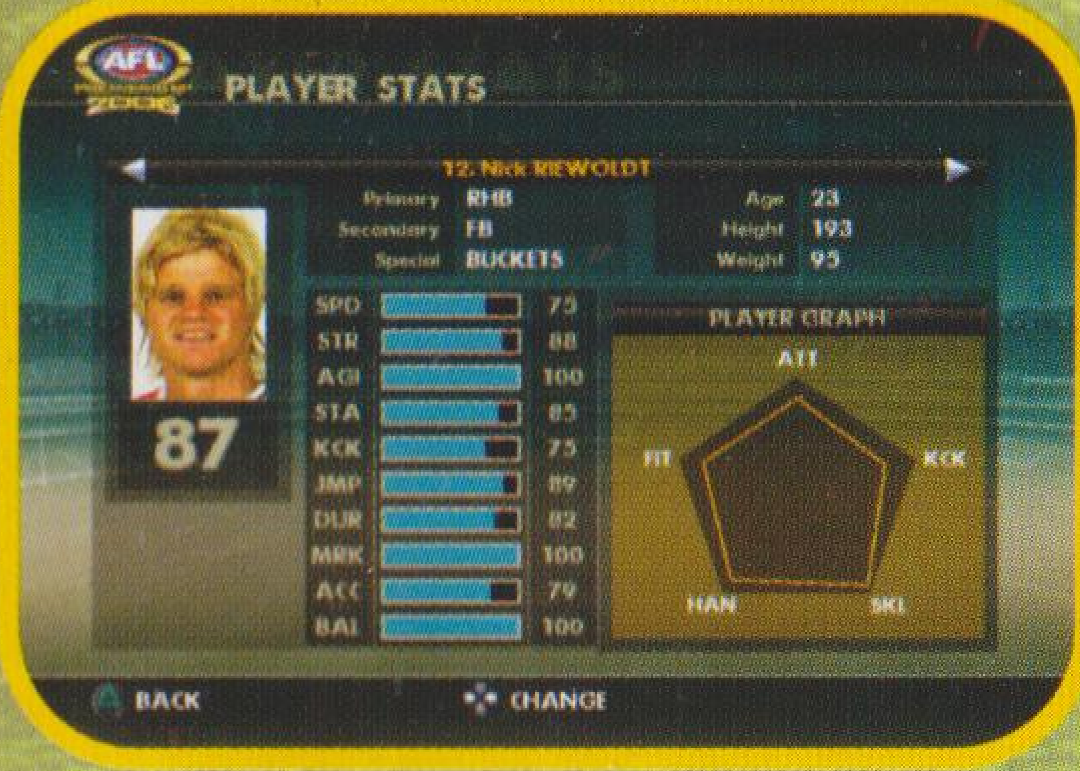
Decide which players will take kick-ins and which players will be Ruckmen. Press ↑ or ↓ to highlight a role and press ← or → to find a player to take on that role.

PLAYERS OUT MENU

Display a list of all players who are currently unavailable.

STATISTICS

Access the Statistics Menu to view detailed statistics for each player. Press ⬅ or ➡ to scroll through the different players. Abbreviations of each attribute are explained below.



12. Nick RIEWOLDT
87
Primary RHB
Secondary FB
Special BUCKETS
Age 23
Height 193
Weight 95

SPD 75
STR 88
AGI 100
STA 85
KCK 75
JMP 89
DUR 82
MRK 100
ACC 79
BAL 100

SPD	Speed
STR	Strength
AGI	Agility
STA	Stamina
KCK	Kicking distance
JMP	Jumping
DUR	Durability
MRK	Marking
ACC	Accuracy
BAL	Balance

SEASON MODE

Press ⬆ or ⬇ to highlight Full Season, No Preseason, Preseason Only or Finals Only and press the ⊗ button to confirm.

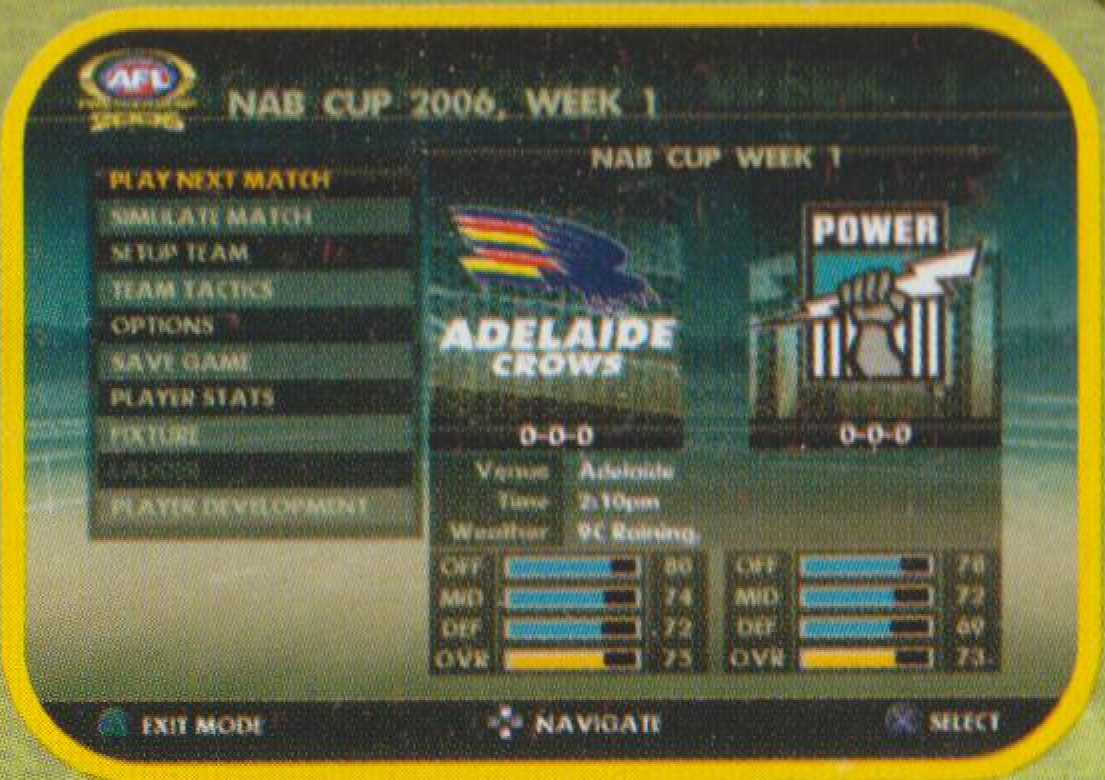
Press ⬅ or ➡ to choose a team to play through the season with and press the ⊗ button to confirm the selection and begin the season.

SEASON MODE MAIN MENU

Play Next Match	Play the next scheduled match.
Simulate Match	Simulate the next scheduled match. The result and player status reports will be displayed on the subsequent screens.
Setup Team	View and adjust the team. For further details, see the Setup Team section of this manual.
Team Tactics	Decide upon different tactics for the Forward 50, Midfield, Defensive 50, Centre bounce, Kick-in attack and Kick-in defend. For further details about Team Tactics, see the In-Depth Match Tactics section of this manual.
Options	Adjust a variety of settings. For further details, see the Options section of this manual.
Save Game	Save all season progress so far to Memory Card.
Statistics	View detailed statistics for each player. For further details, see the Statistics section of this manual.
Fixture	View the fixture list for the entire season.
Ladder	View the current standings.

CAREER MODE

Press ⬅ or ➡ to choose a team and press the ⊗ button to confirm the selection and begin the career.


AFL
NAB CUP 2006, WEEK 1
PLAY NEXT MATCH
SIMULATE MATCH
SETUP TEAM
TEAM TACTICS
OPTIONS
SAVE GAME
PLAYER STATS
FIXTURE
PLAYER DEVELOPMENT
NAB CUP WEEK 1
ADELAIDE CROWS
0-0-0
POWER
0-0-0
OFF 80
MID 74
DEF 72
OVR 75
OFF 76
MID 72
DEF 69
OVR 73
EXIT MODE
NAVIGATE
SELECT

Venue Adelaide
Time 2:10pm
Weather 9C Raining

CAREER MODE

The Career Mode Main Menu operates in the same way as the Season Mode Main Menu. The difference between Career Mode and Season Mode is that a full season is played throughout Career Mode, which then extends into subsequent seasons.

PLAYER DEVELOPMENT

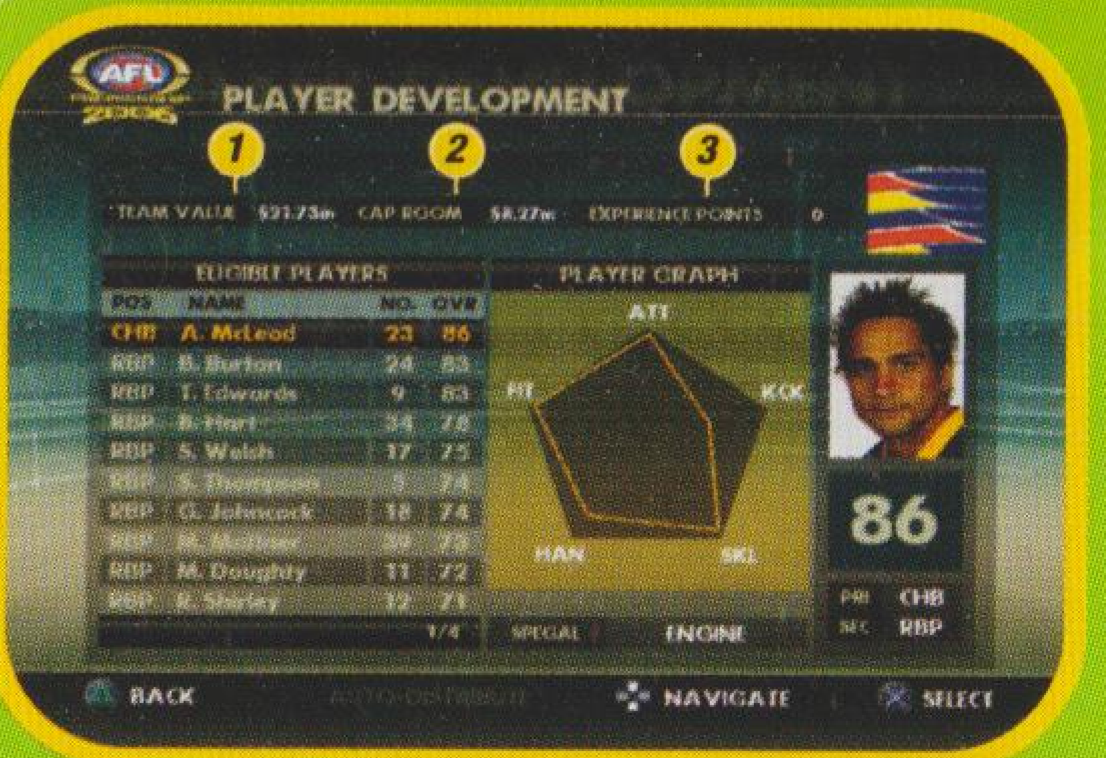
The Player Development option on the Career Mode Main Menu allows player attributes to be increased using experience points. Experience points are gained by performing well in matches. Increasing player attributes helps a player's on-field performance and makes them more valuable.

Experience points are gained as described in the following table:

Conditions	**Experience points earned**
Playing match (regular season)	12
Simulating match (regular season)	6
Playing match (pre-season)	8
Simulating match (pre-season)	4
Playing match (finals series)	16
Simulating match (finals series)	8
Match won	4
Draw match	2
Quit the match	0
Taking first speccie	2
Three consecutive goals	2
Winning all four quarters	2
Winning by 10 goals	2
Scoring from outside 50m	2
No fouls committed	2

There are also bonus experience points available for achieving certain tasks:

Conditions	**Bonus experience points earned**
NAB Cup win	100
Minor Premiership	100
Grand Final loss	100
Grand Final win	200



ELIGIBLE PLAYERS

POS	NAME	NO.	OVR
CHB	A. McLeod	23	86
RBP	B. Burton	24	83
RBP	T. Edwards	9	83
RBP	B. Hart	34	78
RBP	S. Welsh	17	75
RBP	S. Thompson	5	74
RBP	G. Johncock	18	74
RBP	[illegible]	[illegible]	[illegible]
RBP	M. Doughty	11	72
RBP	R. Shirley	12	71

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Player Development

① ***TEAM VALUE***

② ***CAP ROOM***

③ ***EXPERIENCE POINTS***

Press ↑ or ↓ to highlight a player and press the ⊗ button to view that player's attributes. Press ↑ or ↓ to highlight a specific attribute and press ← to decrease a player's attribute points, and press → to increase a player's attribute points. Press the ■ button to distribute experience points automatically. Press the △ button to return to the Player Development Menu.

If a player manages to obtain 100 points in a specific attribute they will gain a special ranking. A player can only have one special ranking at a time and can lose it if their attribute level decreases.

Special Ranking	**Description**
Harasser	Tackling
Buckets	Marking
Speccie	High-flying marks
Spearhead	Goal kicking
Aggressor	Physical presence
Long Kick	Able to bomb the ball
Motor	Quick off the mark
Engine	Able to run all day
Evasion	Hard to tackle
Torpedo	Master of torpedo kicks
Brownlow	Winner of best and fairest award
Coleman	Winner of medal for most goals

NOTE: once an attribute has reached 100, it can no longer be increased. An injured player can not be upgraded. Injured players will be displayed in the Player Development Menu but will be unavailable.

TRIBUNALS

Players who continually commit on-field infringements may be reported by the Match Review Panel. If the Panel decide to file a charge against a player, the charge can either be accepted or appealed against. If a player pleads guilty to a charge, they will be banned from playing for a period of time depending on the severity of the report. If a player decides to appeal, this could significantly increase or decrease the amount of time that player is banned for depending on how the tribunal reacts to the appeal. Press the ⊗ button when charged by the Match Review Panel to accept any charges brought against a player. Press the ○ button to appeal against the charges.

POST SEASON

The period of time between the end of a season and the start of a new season is called the Post Season. During this time certain scenarios will have to be dealt with.

Retirement

At the end of each season, players will retire for various reasons. This may be due to a player's age or a recurring injury problem. Once a player has retired, they can no longer be selected or traded.

Salary Cap

Before a new season begins every team must be under its salary cap. If a team has exceeded its salary cap, players will have to be traded or delisted to bring the team under its salary cap before the new season can begin.

Player Trading

The trading period occurs during the Post Season and allows clubs to trade players to other clubs in exchange for players, draft selections or a combination of both. Trades can be instigated by looking through the team lists and selecting a player. Other teams will also suggest trades, which can be accepted or rejected. The success of any trade will depend on the team, player and what is on offer.

Delisting

Before the AFL® draft, certain players may have to be delisted to make room for new players. A team can only have a maximum of 35 players and must be under the salary cap before the draft begins.

The Draft

The draft allows players to be drafted between teams during the Post Season. Teams who performed poorly in the previous season will be given an earlier opportunity to pick the best new rookies to improve their team. As well as rookies, players who have been delisted will also be available during the draft. Each club will be allocated a number of draft picks depending on where they finished in the previous season's ladder. After the draft has finished, the next season will begin.

NOTE: a player whose value will breach the team's salary cap cannot be drafted.

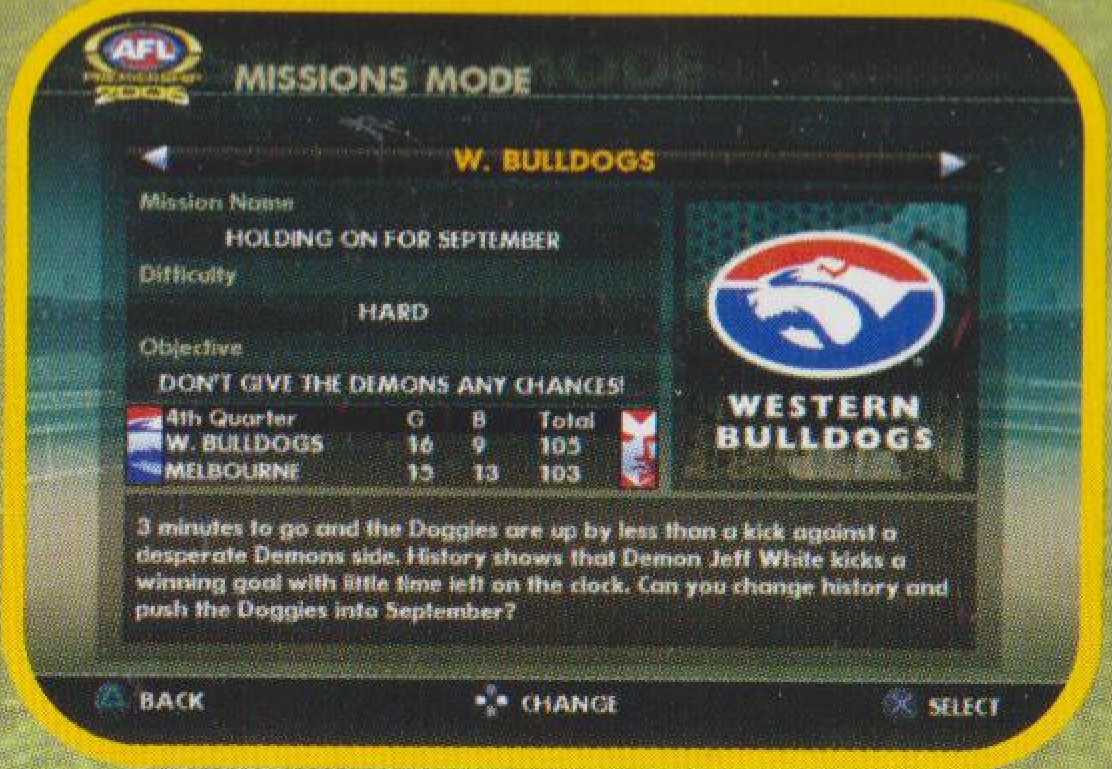
LOAD GAME

Load a previously saved AFL® Premiership 2006 game from Memory Card.

TRAINING MODE

Get to grips with AFL® and learn all the basic and advanced techniques with interactive training tips. The match is set up like a Quick Match. As the match progresses, training tips will appear explaining which controls to use in certain situations and the best way to deal with that situation.

MISSIONS



Mission Name
HOLDING ON FOR SEPTEMBER
Difficulty
HARD
Objective
DON'T GIVE THE DEMONS ANY CHANCES!

4th Quarter	G	B	Total
W. BULLDOGS	16	9	105
MELBOURNE	15	13	103

3 minutes to go and the Doggies are up by less than a kick against a desperate Demons side. History shows that Demon Jeff White kicks a winning goal with little time left on the clock. Can you change history and push the Doggies into September?

Take up the challenge and feel the pressure with mission matches. Each mission has a handicap that a team must overcome; from seemingly impossible score deficits, to slim leads with seconds left on the clock.

Press ← or → to scroll through the different teams and missions.

Each team has a different mission to try and complete, some of which are based on historic AFL® scenarios.

Each mission has a name, difficulty, objective and the current score, as well as a brief description of how the match has played out so far. Press the ⊗ button when the desired mission is displayed to start that mission.

USER PROFILES

User Profiles record a number of statistics, such as games completed, longest winning streak and super goals scored. The result of a game will only affect profile records if a user profile is selected when assigning an Analog Controller (DUALSHOCK®2) before the match.

CREATING A NEW USER PROFILE

Press ↑ or ↓ to highlight an empty save slot and press the ⊗ button to display the virtual keyboard. Press ↑, ↓, ← or → to highlight different characters on the virtual keyboard and press the ⊗ button to select a character. Highlight Done and press the ⊗ button when a name has been entered to create the profile.

VIEWING A USER PROFILE

Press ↑ or ↓ to highlight a User Profile and press the ⊗ button to view a number of statistics for that User Profile. Press the △ button to return to the previous screen.

DELETING A USER PROFILE

Press ↑ or ↓ to highlight a User Profile and press the □ button to delete it.

OPTIONS

Press the R1 button or press the L1 button to scroll through the different option screens. Press ↑ or ↓ to highlight an option and press ← or → to change a setting. Press the ⊗ button to confirm any changes and press the △ button to cancel any changes made.

CONTROLS

Turn the vibration function of each Analog Controller (DUALSHOCK®2) on or off.

CAMERA

Adjust the default camera and zoom settings and turn replays on or off.

VISUALS

Turn various in-game elements on or off.

PLAY SETUP

Switch Player	Selecting "Auto" will automatically switch control to the player who is nearest the ball. If Manual is selected, player control will only be changed when the △ button is pressed, except in ruck and mark situations.
Difficulty	Choose from Easy, Normal or Hard.
Quarter Length	Choose from 2 mins, 5 mins, 10 mins, 15 mins or 20 mins.
Umpire	Decide how strict the umpire will be. Choose from Lenient, Moderate or Strict.
Injuries	Turn injuries on or off.
Injury Management	Select "Auto-All" to have injured players interchanged as soon as they become injured. Select "Auto-Heavy" to interchange players who are heavily injured immediately, but to leave players who have light injuries on the field till the end of the quarter. Select "Auto-Light" to interchange players who are heavily injured immediately, but to leave players who have light injuries on the field. Select "Manual" to leave all injured players on the field unless they are manually interchanged.
Input Assist	Turn Input Assist on to make players automatically attempt to mark the ball and automatically bounce the ball while sprinting.
Direction Assist	Turn Direction Assist on to aim kicks automatically towards the centre of the goal and to make players automatically chase a loose ball.

SOUND

Adjust the volume of the Music, Sound FX and Commentary.

EyeToy® MENU

Let a dream become a reality and become a part of the AFL®. EyeToy® Cameo creates a realistic facial image of the player using the EyeToy® USB Camera (for PlayStation®2) and puts the image right into AFL® Premiership 2006.

To create an EyeToy® Cameo image, select EyeToy® Cameo Creator from the EyeToy® Menu and follow the on-screen prompts. A Memory Card with enough free space is required to save an EyeToy® Cameo image.

Once an image has been created, select Load EyeToy® Cameo from the EyeToy® Menu to load the created image. Once the image has been loaded, it can be assigned to a player in the Team Setup Menu.

NOTE: an EyeToy® USB Camera (for PlayStation®2) is required to use the EyeToy® Cameo Creator.

USING THE EyeToy® USB Camera (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "EyeToy® Camera" is used to describe the EyeToy® USB Camera (for PlayStation®2).

Holding the USB connector for the EyeToy® Camera with the USB mark facing up, securely insert the EyeToy® Camera's USB connector into either USB connector on the front of the console. The LED power indicator (blue) on the front of the EyeToy® Camera should light up blue to indicate that the EyeToy® Camera is now ready to use. If you encounter difficulties, refer to the instruction manual for the EyeToy® Camera.

Place the EyeToy® Camera on top of, or immediately below your television. Rotate the manual focus ring to focus the camera lens. If your TV is positioned on the floor, simply tilt the EyeToy® Camera for extra elevation. Alternatively, swivel the camera base around to reposition the EyeToy® Camera. Do not move the whole EyeToy® Camera; just tilt the camera body gently. Ensure you have enough room to play. Consider the space around you – watch out for shelves, doors, walls, pets and other people.

EyeToy® Camera LIGHTING RECOMMENDATIONS

The EyeToy® Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. If your image looks too dark on the screen, switch on all available lighting in the room and point them at you. The red LED on the EyeToy® Camera will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you. If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy® Camera.

Do not set up the EyeToy® Camera so that it is pointing directly towards a strong light source. Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

CREDITS

View the staff credits for AFL® Premiership 2006.

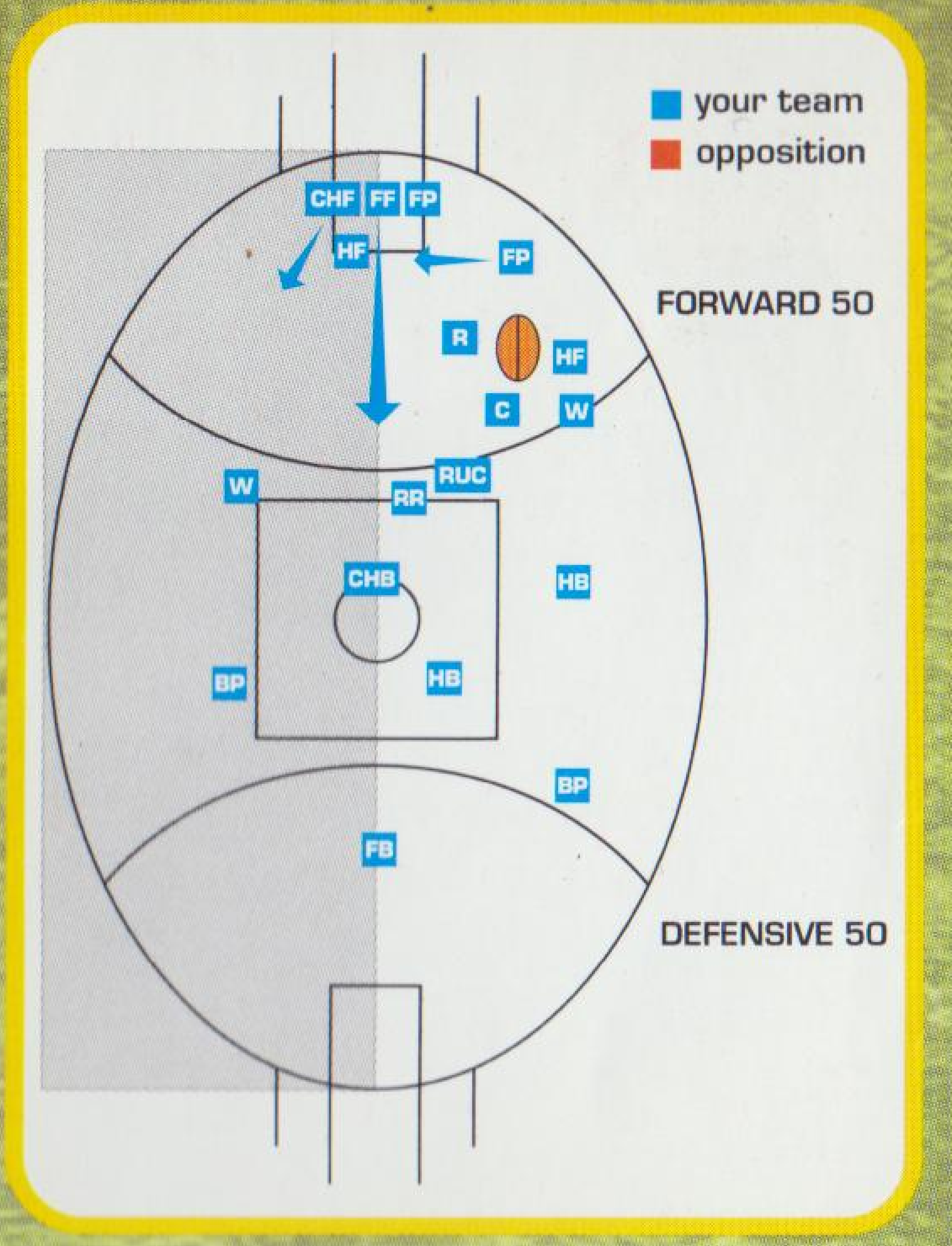
IN-DEPTH MATCH TACTICS

Numerous tactics can be employed to take advantage of specific situations or to protect a weakness in a team.

FORWARD 50 – ATTACKING

ON THE LEAD

A more open forward line allows the Full Forward and Centre Half Forward room to lead from the goal square. The Forward Pockets perform the role of crumbers to the Left Half Forward in the goal square. The Right Half Forward works with the midfielders and a Wingman to win the ball and work it to the open space. The remaining midfielders and the Ruckman build a defensive wall on the Forward 50 keeping the ball in play, but leaving space open in the Forward 50. Defenders push up the field to strengthen the wall through the midfield.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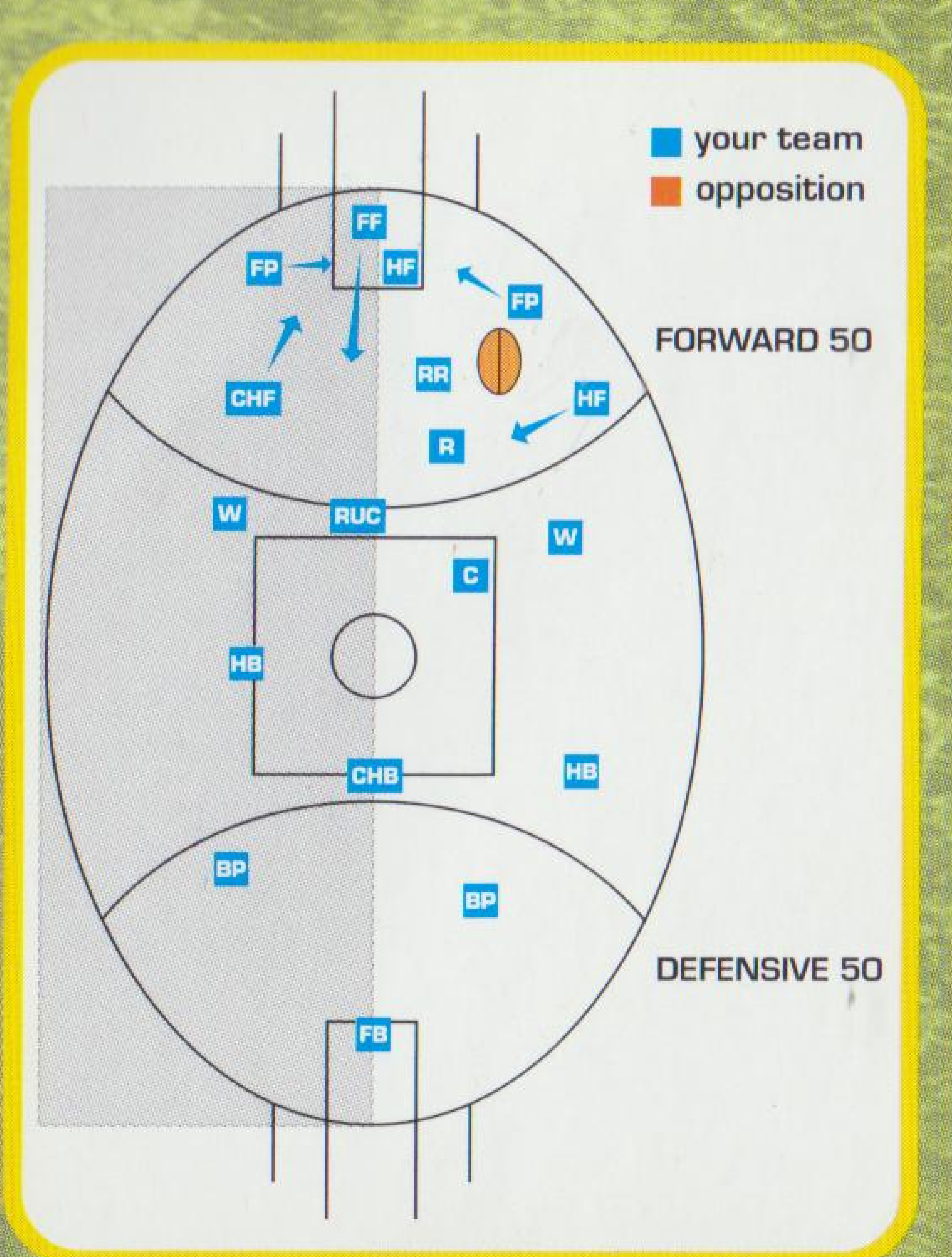
DEFENSIVE 50

FORWARD 50 – BALANCED

OPEN THE FACE

Smaller forwards and midfielders work to win the ball and open up the face of the goal by kicking to tall targets established along the spine. The Ruckman positions himself at the top of the Forward 50, whilst the Centre Half Forward works his way to the goal square along with one of the Half Forwards. The remaining midfielders build a defensive wall 10m outside of the Forward 50. The Full Forward leads up the spine from the goal square. Defenders marginally push up the field but hold position until the opposition in the midfield has established possession.

This tactic is best suited to sides with better than average midfielders and decent tall forwards who may struggle with goal accuracy at an angle.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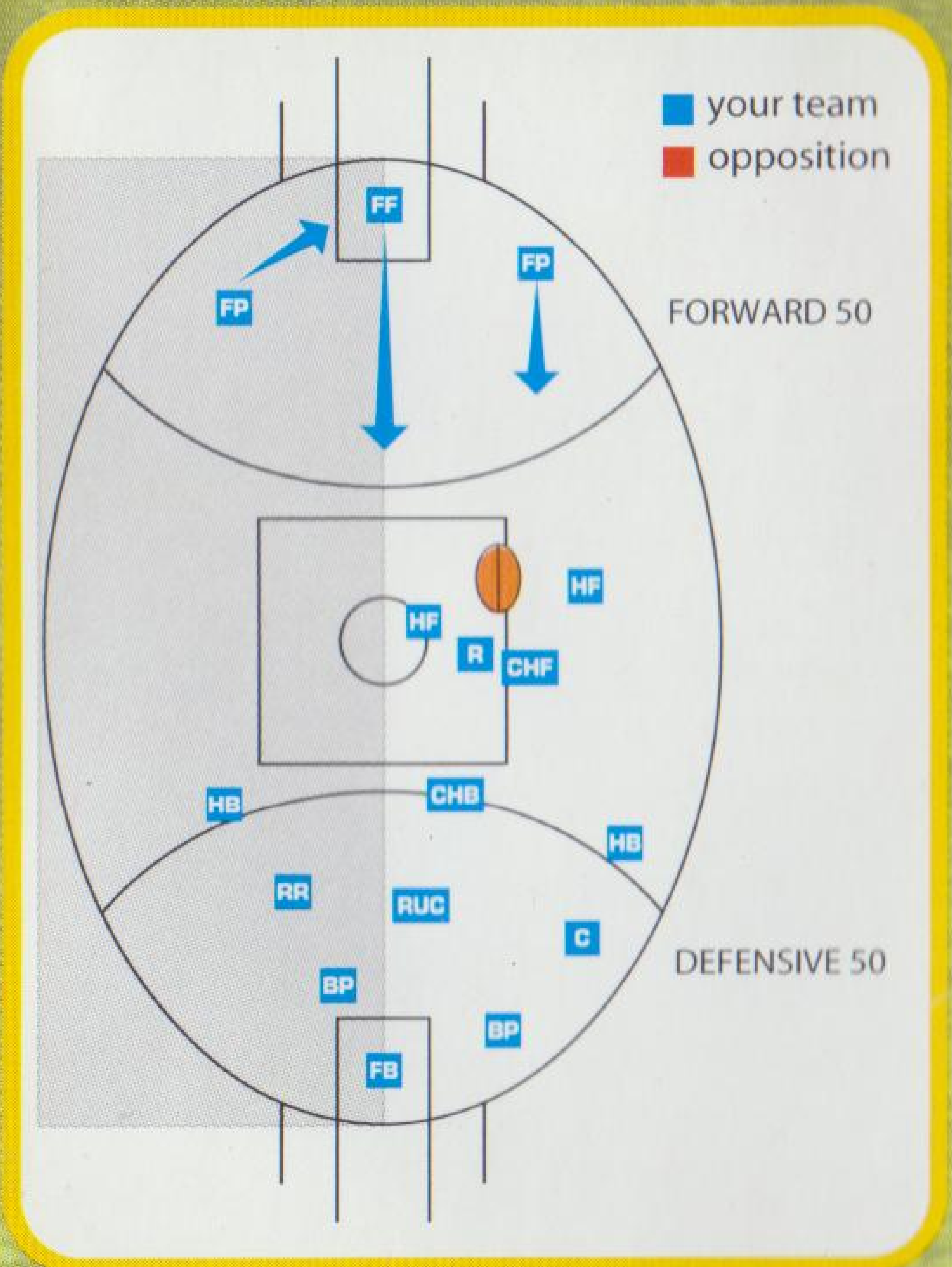
FORWARD 50 – DEFENSIVE

3-MAN DEFENCE

Half Forwards and a Centre Half Forward stay in the midfield with one of the Onballers. The Centre Half Forward takes on ruck duties in the midfield except during centre bounces. Three players, both Forward Pockets and the Full Forward, remain in the Forward 50 where plenty of room is left for the rebounding attack out of the defence. Remaining Onballers and the Ruckman push back to the backline and flood the Defensive 50.

3-Man Defence is an ideal tactic for teams who struggle in their Forward 50 with marking targets and rely on smaller faster Forwards to use their pace in 1-on-1 contests in the open space created in the Forward 50. A team's chances of winning the ball in the backline and running it in numbers will increase with this strategy.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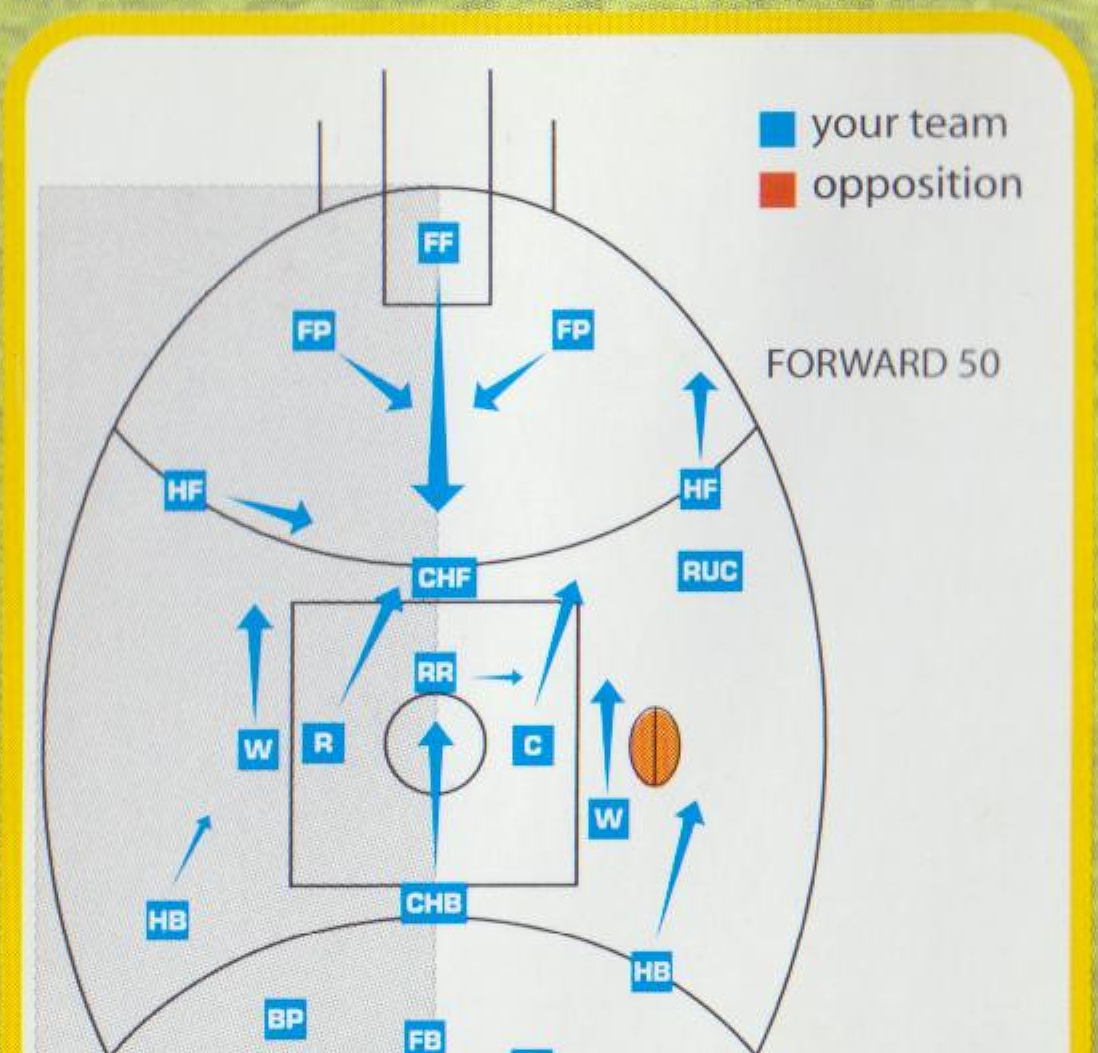
DEFENSIVE 50

MIDFIELD – ATTACKING

PLAY ON

Play On allows for quick movement of the ball as the running defenders and Onballers support the player in possession. The ball is moved as quickly as possible into the Forward 50 to allow the forwards a 1-on-1 contest which they are likely to win. This requires players with a high stamina level to be constantly present both near the ball carrier and around all marking contests. This tactic will result in a high rotation of the midfielders through the interchange or in other ways. This tactic is recommended for teams with skilled midfielders.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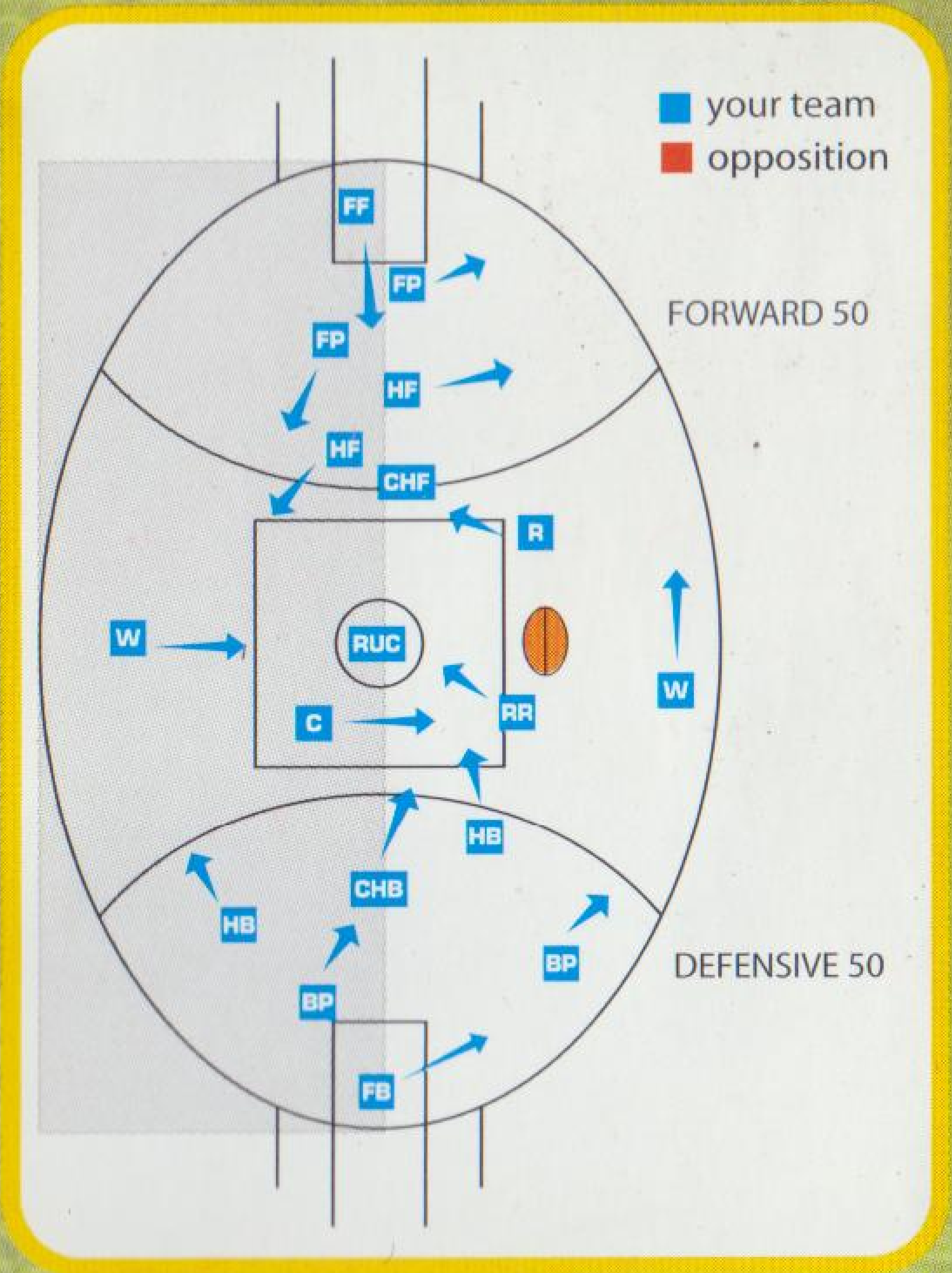
MIDFIELD – BALANCED

POSSESSION

The player in possession holds onto the ball waiting for the best option possible to present itself. The player will carry the ball and aim to maintain possession for the attacking side and try to avoid any contested situations. The player in possession will not necessarily head towards the goal. Resorting to kicking the ball or performing a handball going sideways or backwards is preferred to getting involved in a 50/50 contest. Half Forwards and Half Backs support the Rover, Ruck Rover and the Centre with regards to shepherds and blocks on Taggers or opposing midfielders. Wingmen provide wide options whether by hand or by foot. Possession is generally a tactic used by teams who do not have key targets on the forward line or that have a short forward line.



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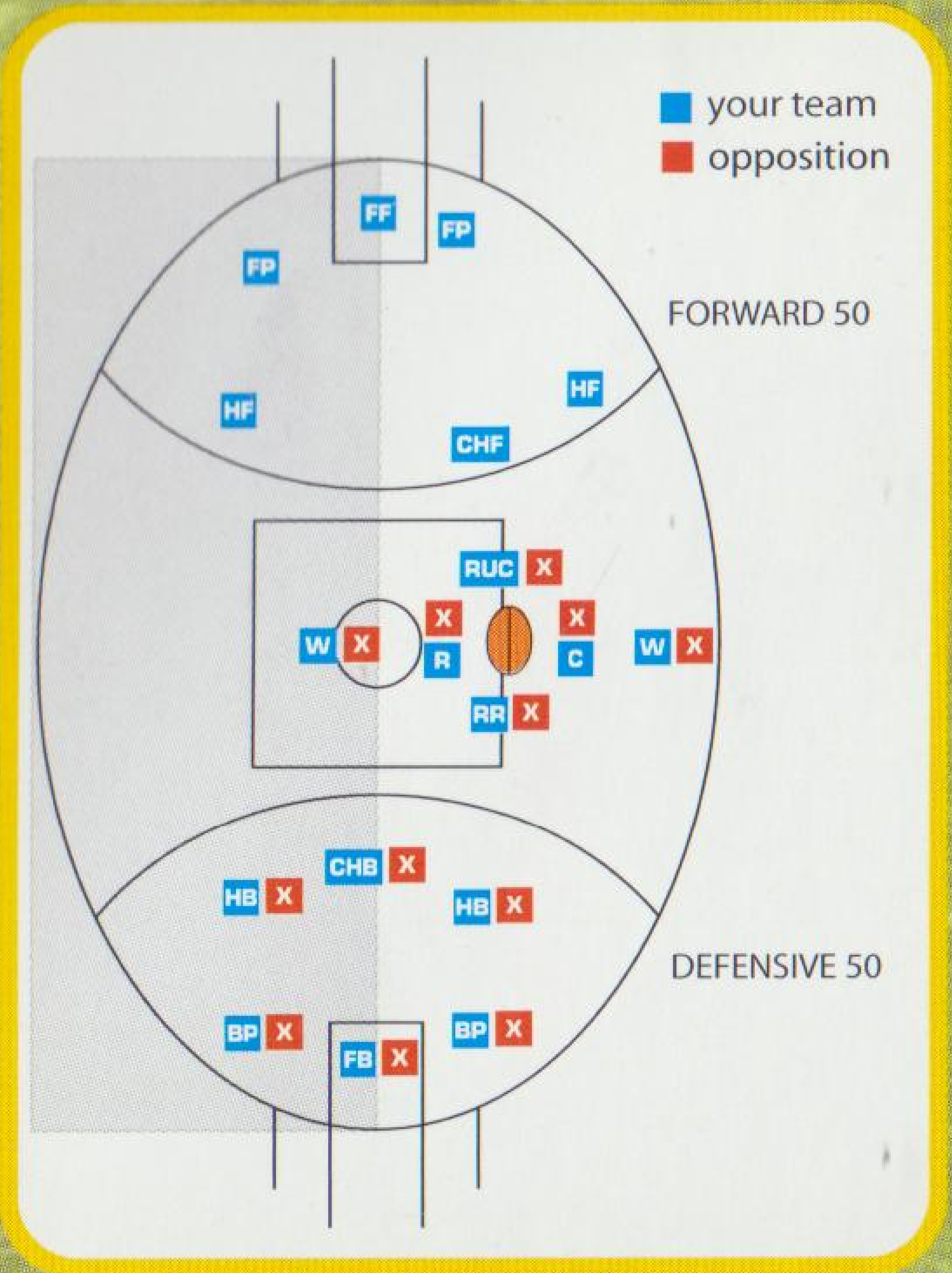
MIDFIELD – DEFENSIVE

STAND YOUR MAN

Midfielders and defenders man up their opponents creating 50/50 contests. The opposition must be good enough to beat their direct opponent to advance the ball. The forward line plays loose in order to generate the space required in a forward thrust from the midfield. The team 'hedges' their bets playing both an attacking and defensive setup outside of the midfield.



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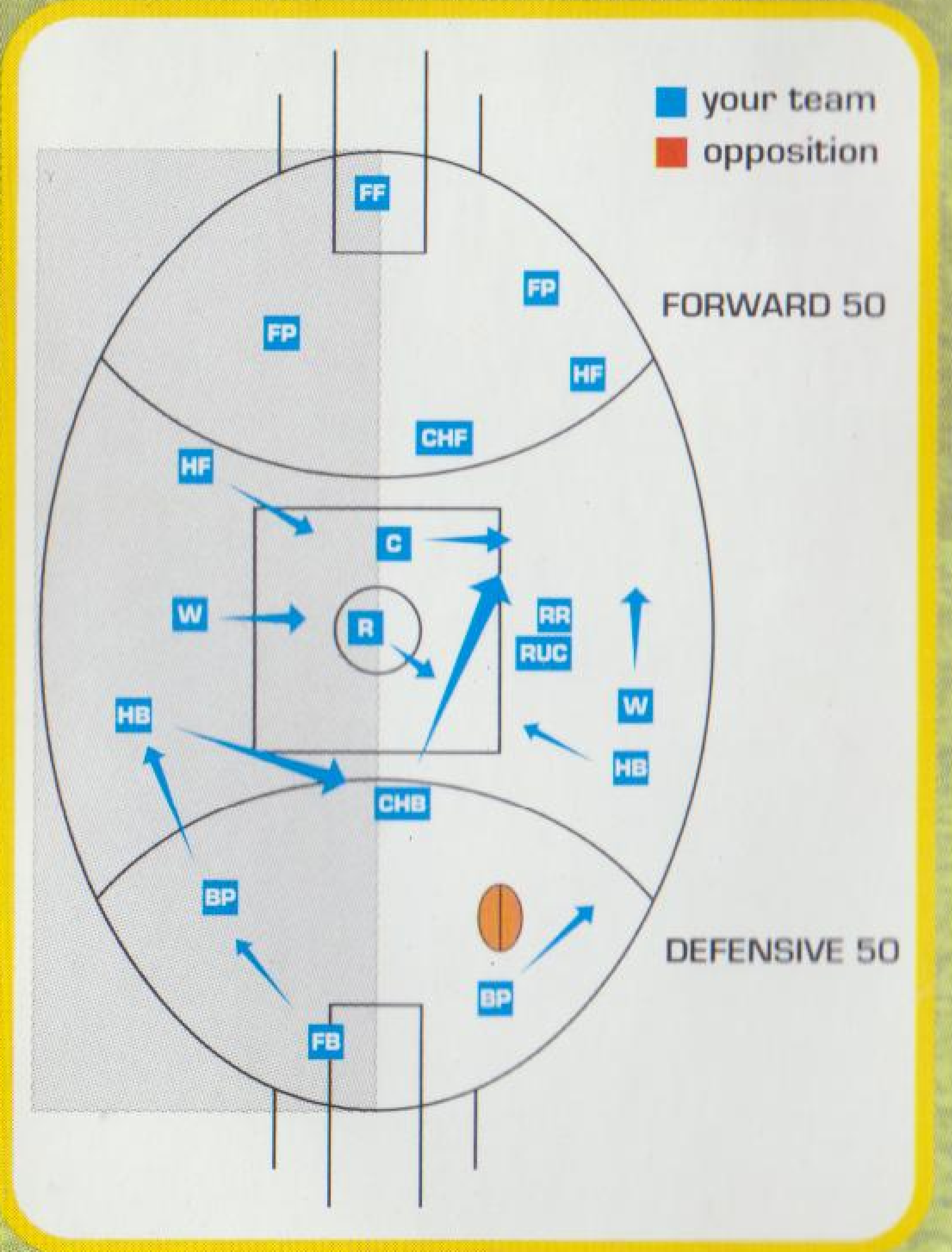
DEFENSIVE 50 – ATTACKING

RUNNING OFF

Fast mid-sized and small players expose a lack of accountability from the forwards and push up the field when the ball is being cleared. By pushing up and creating a 2-on-1 contest in the midfield, they can free an attacking midfielder who will pump the ball into the Forward 50. The Centre Half Back will move to the outside of the Forward 50. The remaining Backman covers his man and the remaining defenders become the first targets when switching play. The switch of play creates a loose man and opens up space where a ball can be carried through to the Forward line. The Ruck Rover runs with the Ruckman at all times.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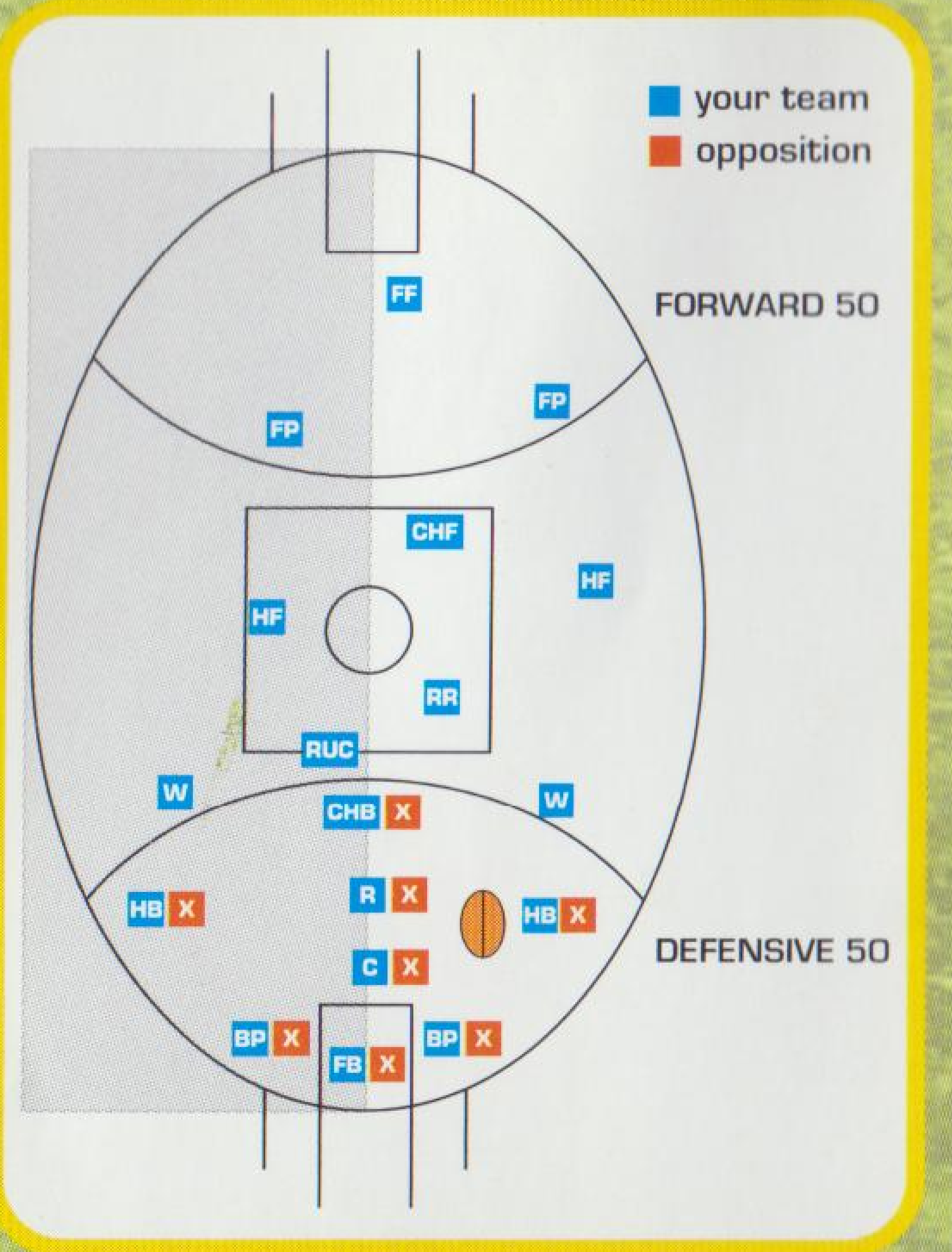
DEFENSIVE 50 – BALANCED

ACCOUNTABILITY

All defenders stick close to their opponents and do not allow them space on the lead. Staying close to the opposition creates 50/50 contests which 90% of the time should bring the ball to ground and allow smaller players the chance to bottle it up or clear the ball from defence. This is often referred to as 'Accountable' football.

Any opposition player that enters the Defensive 50 is manned up immediately.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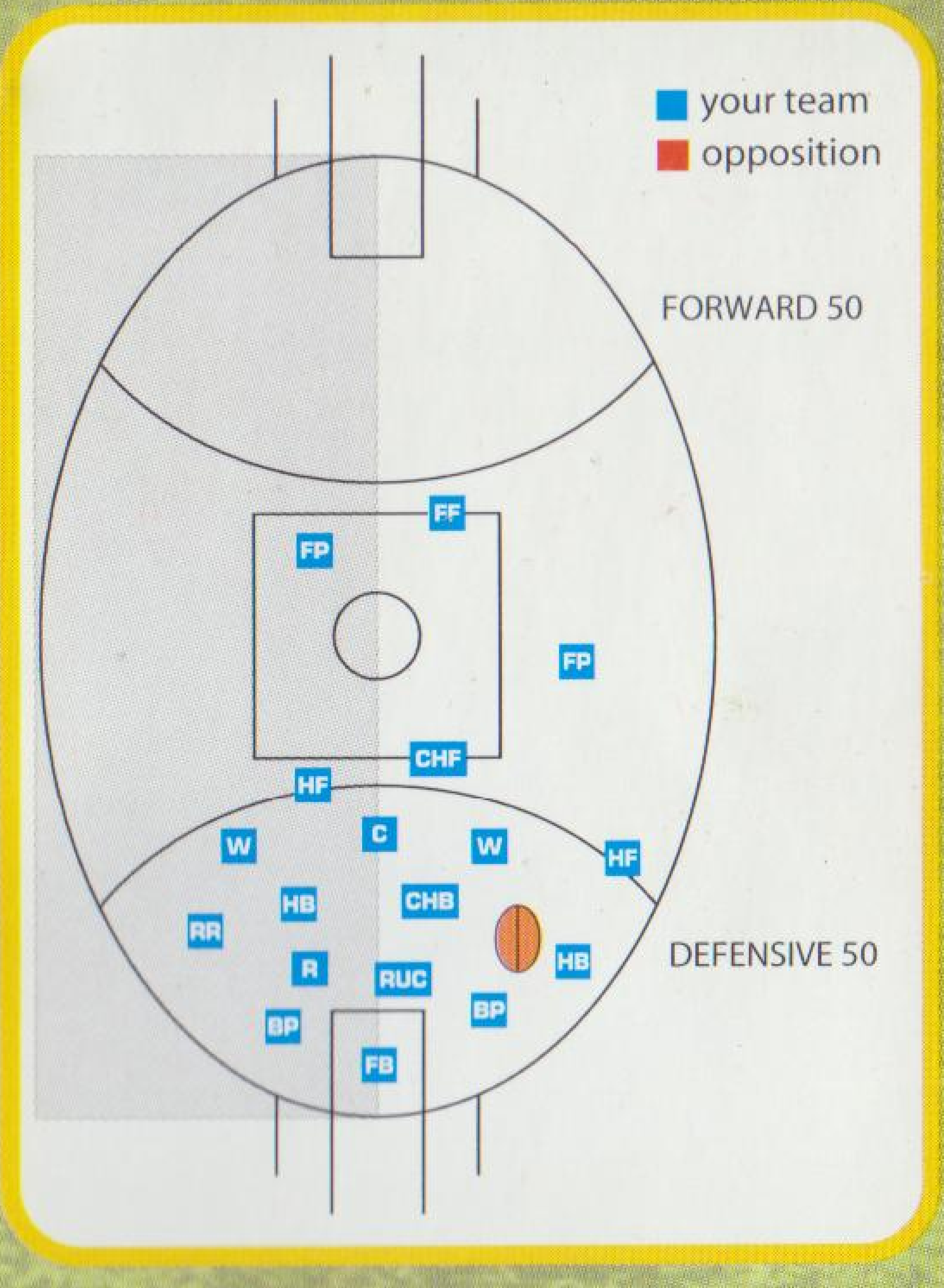
DEFENSIVE 50 – DEFENSIVE

THE FLOOD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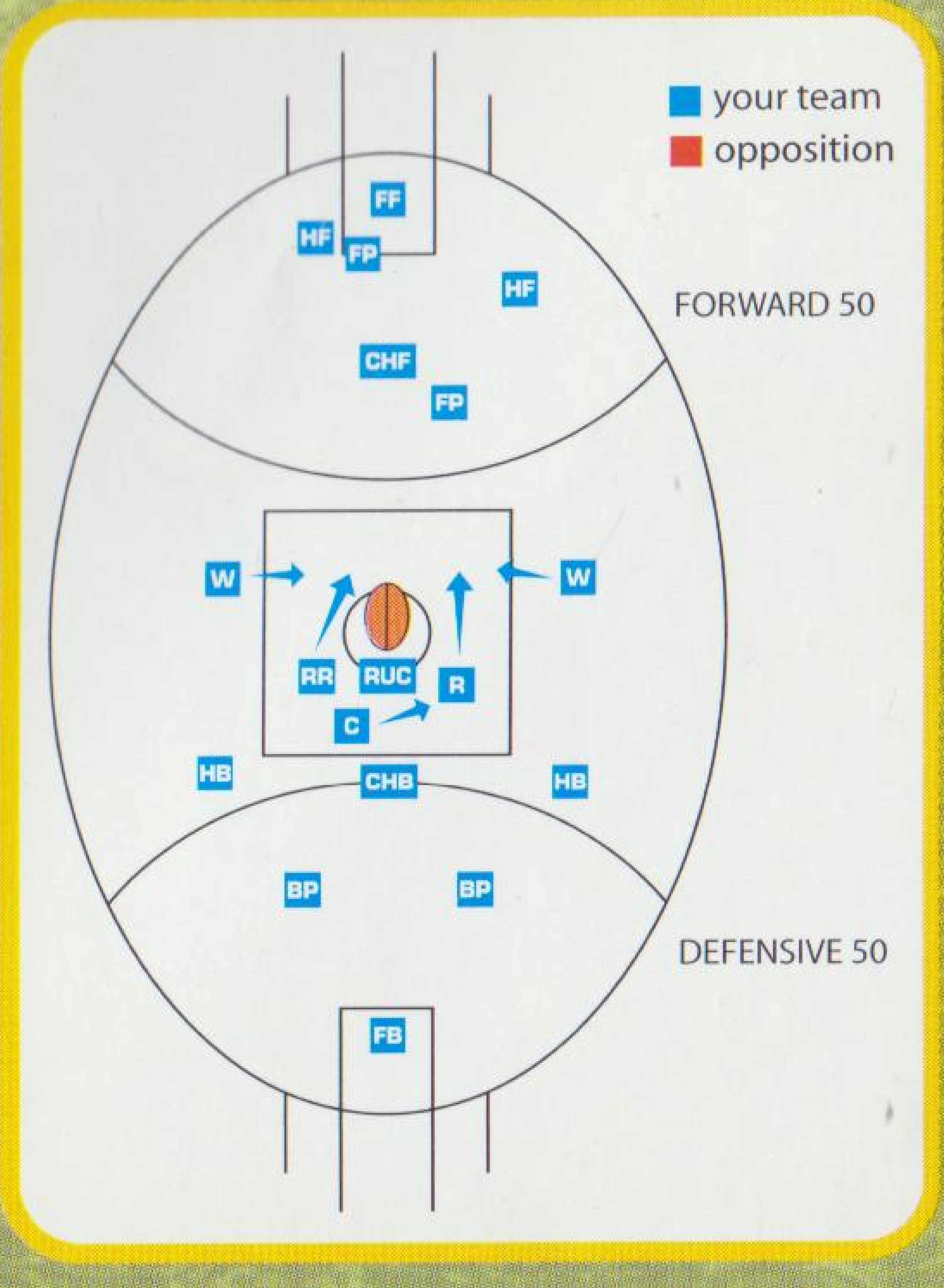
At its simplest, The Flood is a case of midfielders ‘filling holes’ in the defence and creating contested situations for leading forwards. At its most extreme, The Flood is an entire team in the defensive half of the ground slowing up play and pushing the attacking side wide to find space. This is a very effective way to shut down a free scoring team that likes to attack. However, The Flood can be broken down on the turnover when the attacking side moves the ball quickly into their forward line. Teams that employ the flooding tactic usually only win by small margins in low scoring games. They are generally lacking in quality from their forward line setup. During a flood there are minimal forward thrusts as a team will have to wait for their forwards to push up and run into space. A sheer weight in numbers is used to bring the ball forward.

CENTRE BOUNCE – ATTACKING

RUN INTO SPACE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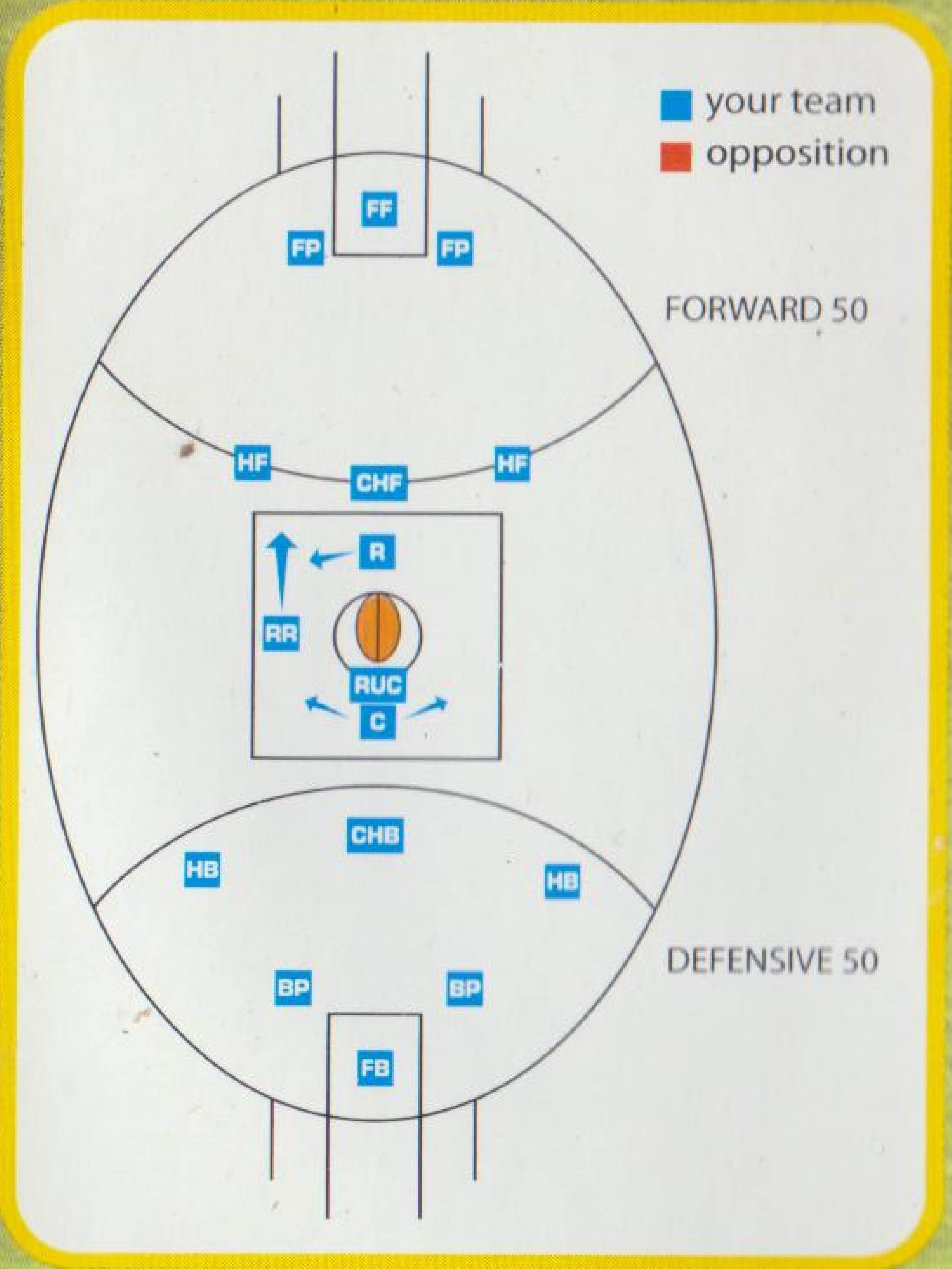
All players begin behind the Ruckman and push forward of the ruck contest into an open space and run onto the ball. The Wingmen push up and support the midfield by either providing a handball option or by shepherding out the opposing midfield. Wingmen can also hang out wide and remain an option should the midfield encounter resistance.

CENTRE BOUNCE – BALANCED

DISH-OFF

The Rover receives the ball off the Ruckman who then handballs to the Ruck Rover who is running past. The Ruck Rover then kicks towards goal or the leading forward. The Centre remains behind the Ruckman in case the tap is lost and the opposition gain possession. The Centre remains in the prime defensive position.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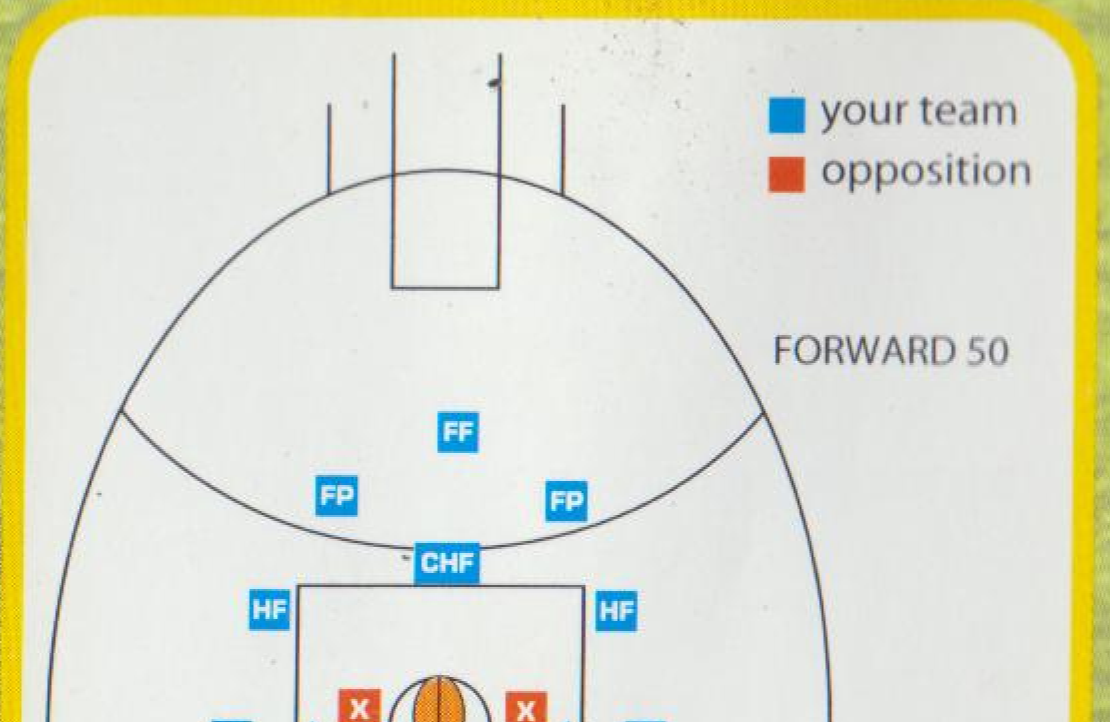
CENTRE BOUNCE – DEFENSIVE

50/50

All midfielders look to provide a 50/50 contested situation with their direct opponent. This tactic is generally employed when the opposing Ruckman is winning the tap-outs and is starving a side of the first touch. Wingmen will come in to bottle up the ball and slow the momentum of the opposition. They also provide blocks and create space when possession is won.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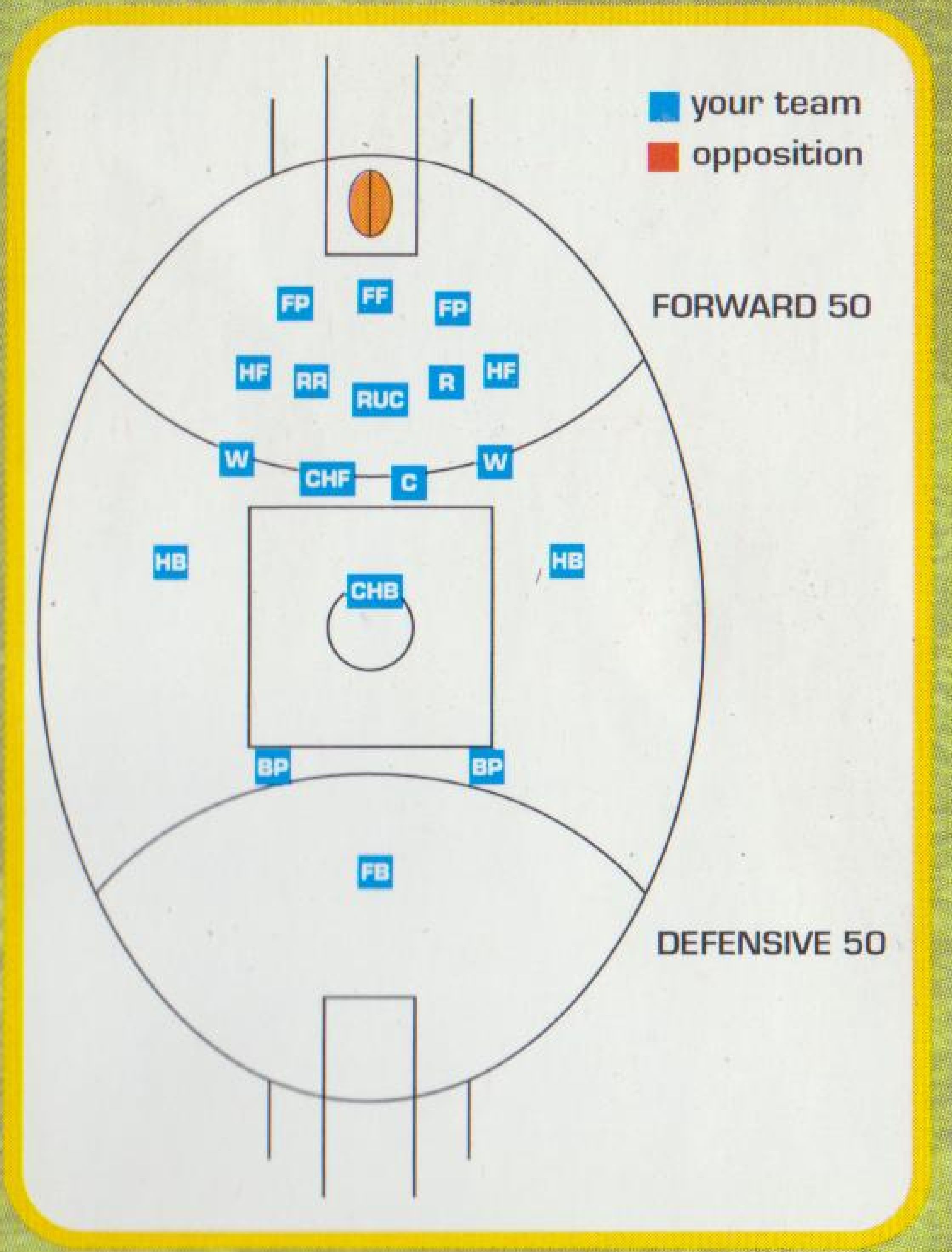
KICK-INS (in Forward 50) – ATTACKING

3-5-4 ZONE

The idea behind the 3-5-4 Zone tactic is to cover any options in the middle of the field and to push the defensive team wide.

Conceding a short kick is an option as numbers outweigh the opposition on the next possession and provide more options for the attacking team to score on a turnover.

Although players drop back and flood the longer option, their goal is to win the ball and outnumber their opposition on the rebound and carry the ball quickly.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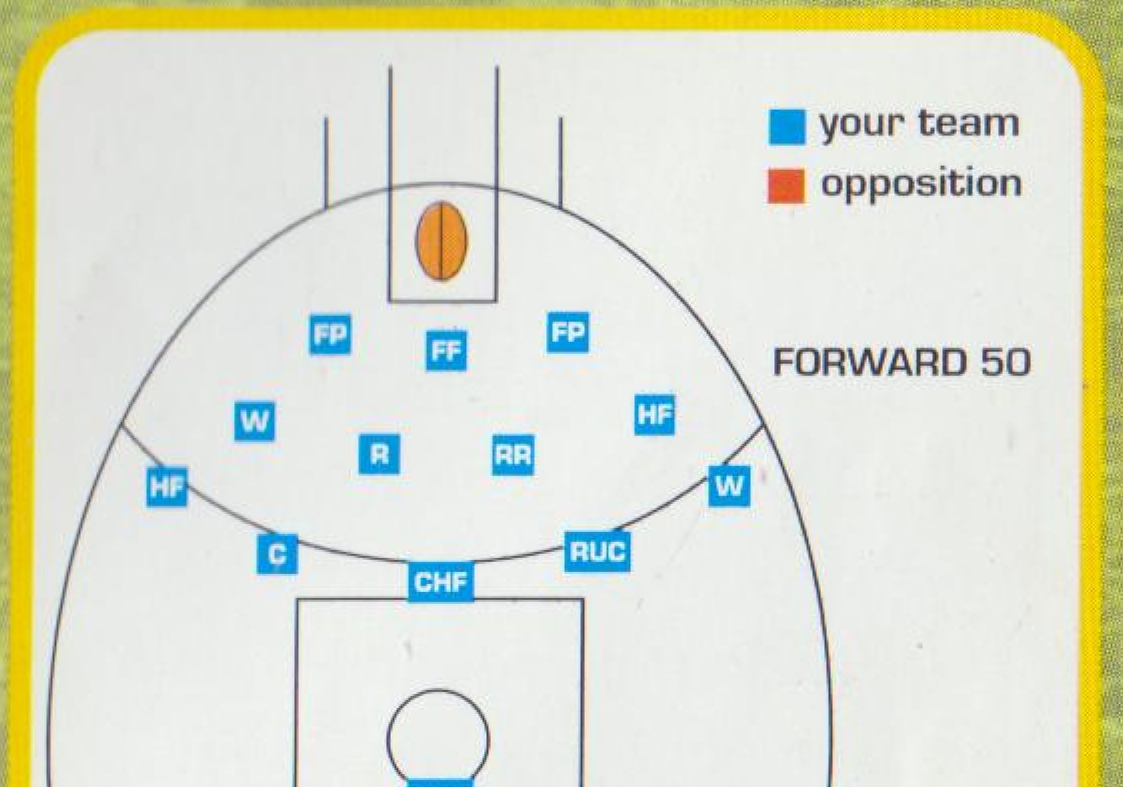
DEFENSIVE 50

KICK-INS (in Forward 50) – BALANCED

3-4-5 ZONE

Players spread out in three lines to provide two crumbers, usually both Forward Pockets, who can cut off the short pass as well as turn and present front and centre to a kick at the 50m line. The second and third lines provide an even blend of height and crumbing ability. The 3-4-5 Zone tactic also provides a better contest for sides employing the huddle and looking to create extra numbers at the kick-in.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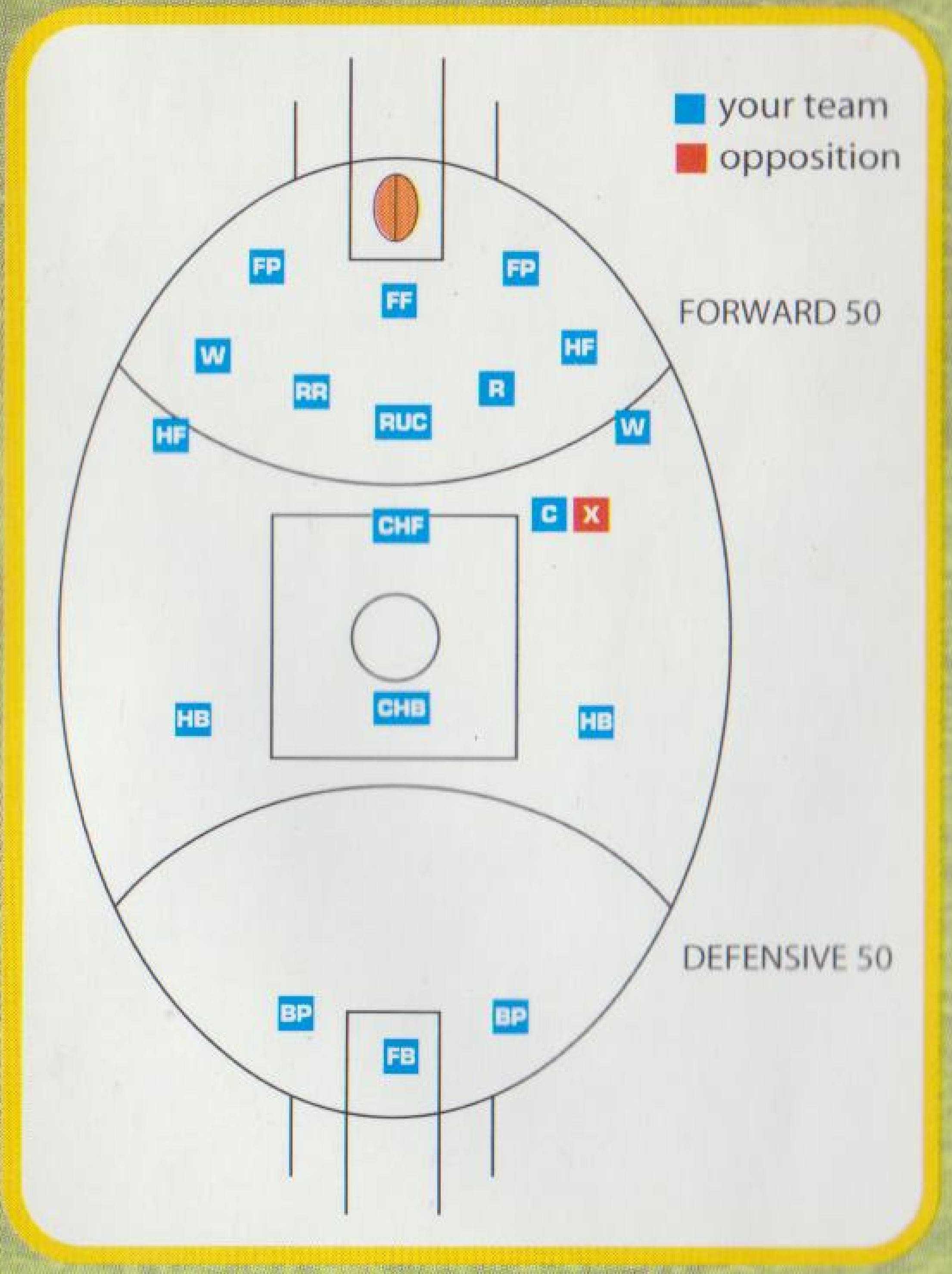
KICK-INS (in Forward 50) – DEFENSIVE

3-5-3 ZONE

Set a Tagger to follow around the ball winner from the opposing team. A Tagger's role is to negate the opposition player's ability to firstly win the ball and secondly to provide assistance up the field should they win possession. The rest of the defence is staggered around the Forward 50.



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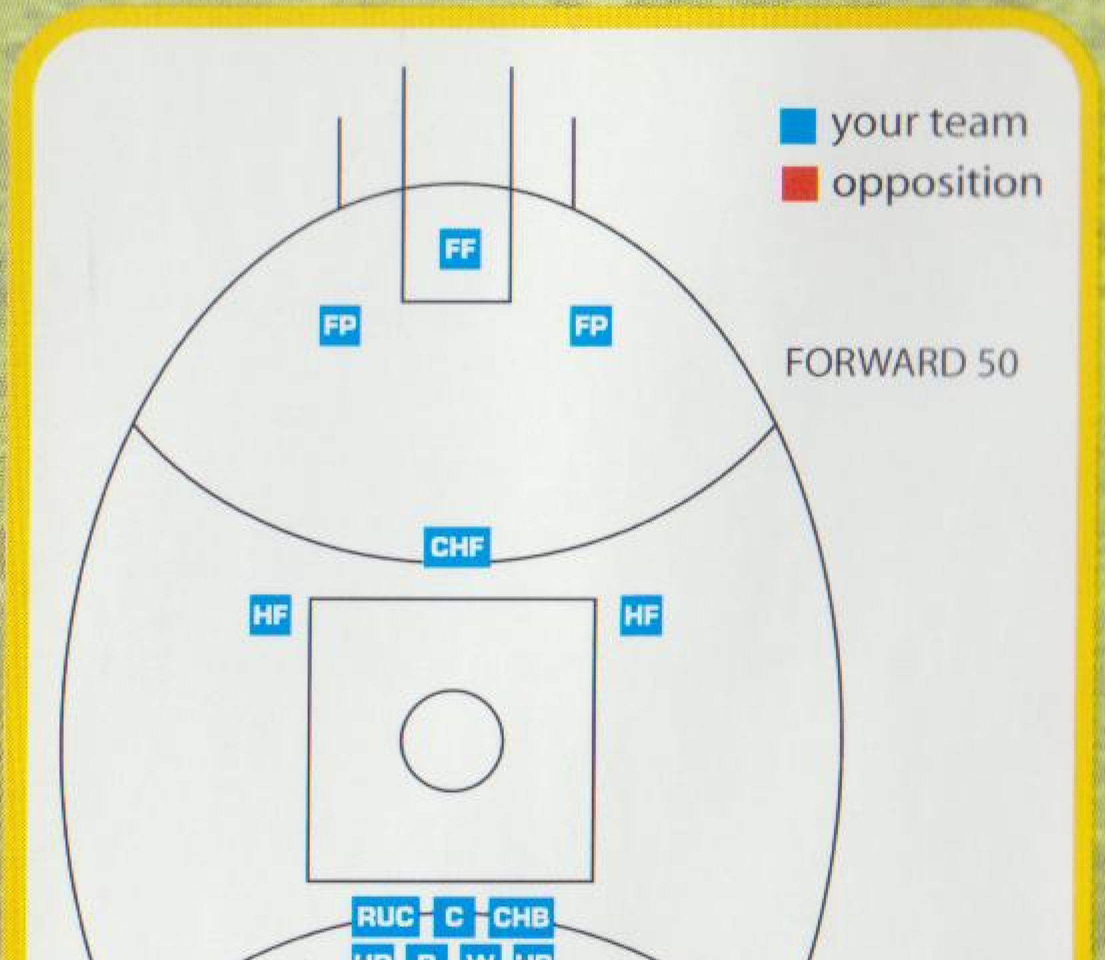
KICK-INS (in Defensive 50) – ATTACKING

THE HUDDLE

Players mill around the centre of the 50m line and prior to the kick-in, lay a series of 'blocks' to free a player who is effective in the air and at ground level. This tactic allows the defending team to outnumber a zoned defence through extra numbers in a contest.

Should the opposition be manning up at the huddle, it creates huge spaces on both sides of the ground and creates a greater opportunity to move the ball on quickly if executed correctly.



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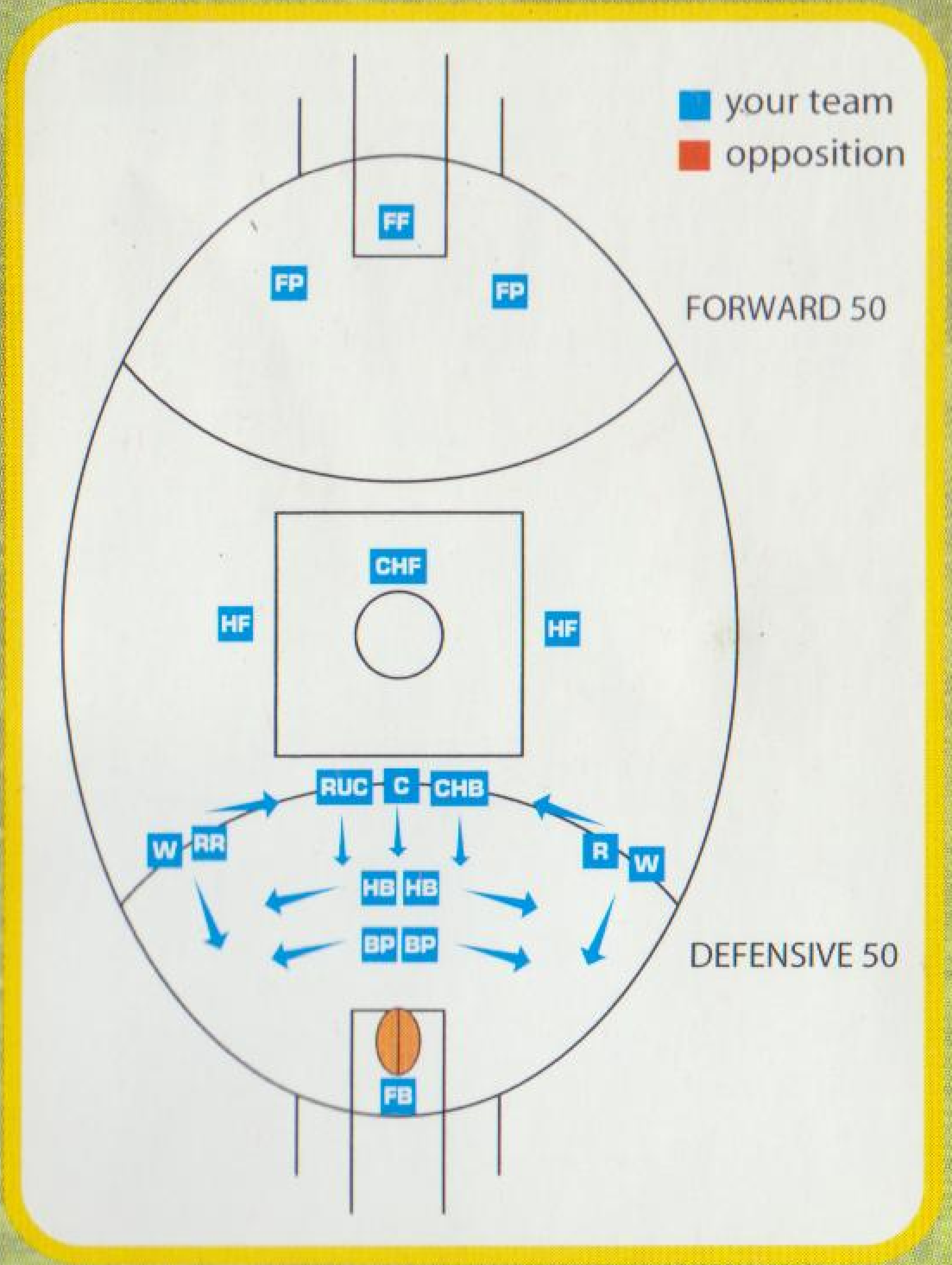
KICK-INS (in Defensive 50) – BALANCED

BROKEN HUDDLE

The Back Pockets' set up 25m from goal and central. The Half Backs' set up about 10m behind them. The Wingmen and an Onballer, usually a Rover or a Ruck Rover, go to the 50m line out wide. The Centre Half Back or Centre and a Ruckman start further back and lead into areas of space that are left by the players who were ahead of them.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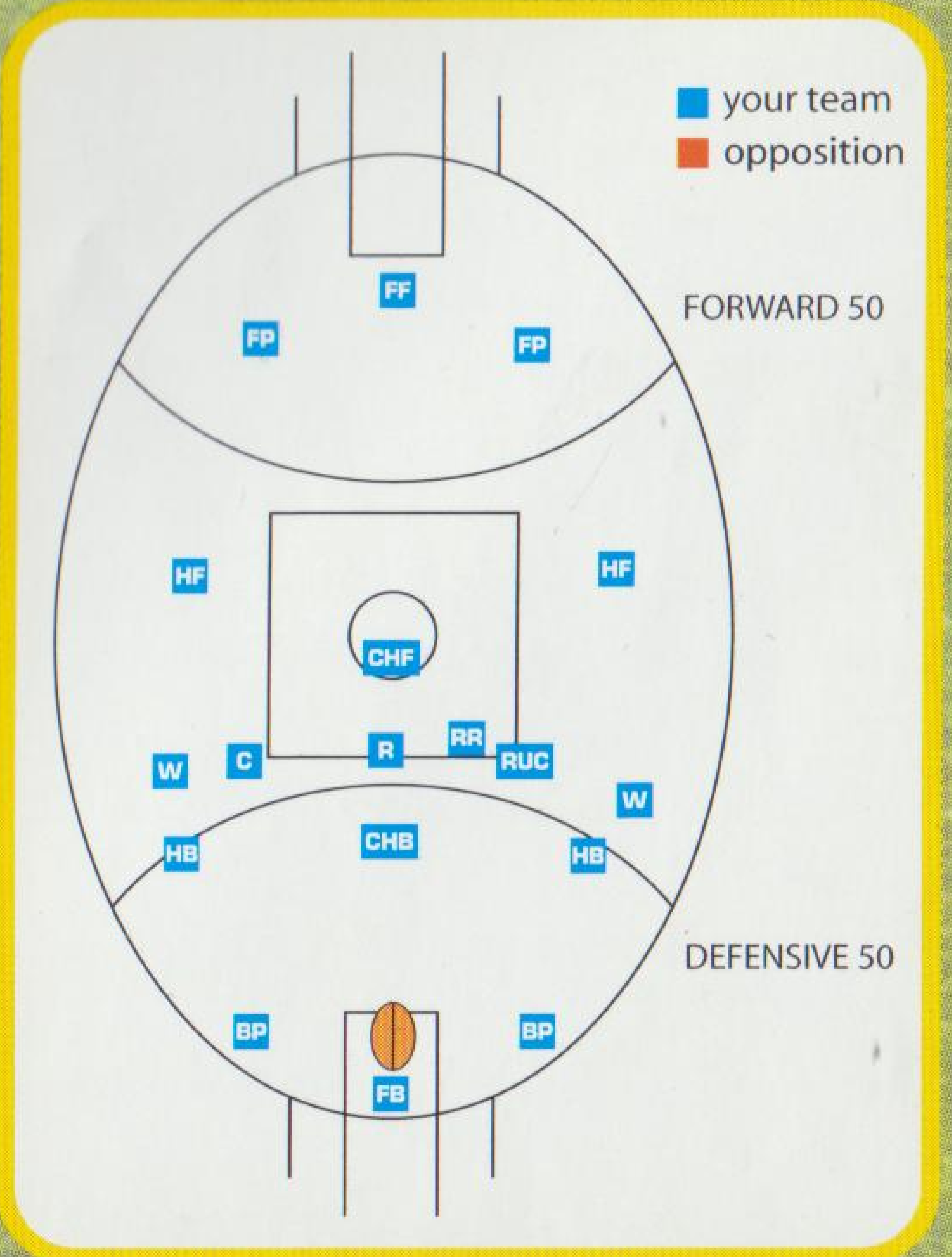
KICK-INS (in Defensive 50) – DEFENSIVE

SHORT OPTION

Short Option is a last resort tactic when a team has no mid-range or long options due to the dominance of the opposition in the air and at ground level. The theory is that it's better to kick short and wide in the pocket to a free team mate rather than kick long to a contest. This free team mate is generally a Back Pocket player.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Special Thanks to: James Smith, Elliot Martin, Matt O'Driscoll, Seanaidh Davenport, Ronan McCormack, Albert Marshall, Deborah Rogers, Andrew Mancey, Kerry McKay, Lesley Randall, Kate Acland, Carol Wright and Hiromi Churchard.

Opening Music Track: "Born To Run" **Composed by** Tom Boyce - Courtesy of Rubber Music & Sony/ATV Music Publishing Australia **Performed by** Casanovas - Courtesy of Rubber Records.

Customer Service Numbers

		POWERLINE FOR GAME HELP
• Australia	**1300 365 911*** *(Calls charged at local rate.)	(No longer available.)
• Österreich	**0820 44 45 40**** **(0,116 Euro/Minute.)	**0900 24 12 50*** *(0,676Euro/Minute.)
• Belgique/België/Belgien	**011 516 406** Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available.)
• Česká republika	**222 864 111** Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím **www.playstation.sony.cz** nebo volejte telefonní číslo +420 222 864 111.	**283 871 637** Po - Pa 10:00 - 18:00 Help Line Tarifováno dle platneých telefonních sazeb.
• Danmark	**70 12 70 13** support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21	**70 12 70 13** support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21
• Suomi	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	**0600–411911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21
• France	N° Indigo **0820 31 32 33** 0,12 Euro TTC/ MN	**08 92 68 22 02*** *(0,34 Euro/minute)
• Deutschland	**01805 766 977**** **(0,12 Euro/minute)	**0190 578 578*** *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/ Erziehungsberechtigen um Erlaubnis fragen.)
• Ελλάδα	**00 32 106 782 000**** **Εθνική Χρέωση	(No longer available.)
• Ireland	**0818 365065** All calls charged at National Rate.	(No longer available.)
• Italia	**199 116 266** Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto	Non più disponibile. (No longer available.)
• Malta	**23 436300** Local Rate.	**23 436300** Local Rate.
• Nederland	**0495 574 817** Interlokale kosten.	Niet langer verkrijgbaar. (No longer available.)

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

Customer Service Numbers

		POWERLINE **FOR GAME HELP**
• **New Zealand**	**09 415 2447** National Rate.	**0900 97669*** *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
• **Norge**	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15
• **Portugal**	**707 23 23 10**** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	**707 23 23 10*** Custo de Chamada Local *Serviço de Ajuda para Jogos
• **España**	**902 102 102** Tarifa nacional	**902 102 102** Tarifa nacional
• **Россия**		**+7 (095) 238-3632**
• **Sverige**	**08 587 822 25** support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15	**08 587 822 25** support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15
• **Suisse/Schweiz/Svizzera**	**0848 84 00 85*** Tarif appel national / Nationaler Tarif / Tariffa Nazionale	**0900 55 20 55*** *(CHF 3.20 -/Minute), (CHF 3.20 -/minute), (CHF 3.20/minuto.)
• **UK**	**08705 99 88 77** National rate. Calls may be recorded for training purposes	(No longer available.)

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